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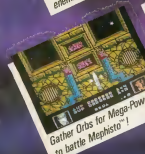
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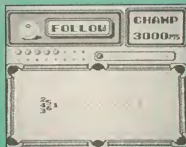
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GAME Player's STRATEGY GUIDE to GAME BOY™ GAMES

March/April 1991

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You may notice a few differences between our previous issues and the magazine you're currently reading. First, we're covering a larger number of games in our Reviews section — 18 games to be exact. Additionally, this issue holds the record for games featured in our Super Strategy section. This means we've got in-depth coverage of six popular games, including *Operation C*, the game on this issue's cover.

Why all this coverage of so many different games? Very simply, there are more Game Boy games being released. In the short time the Game Boy has been around, the support of players like you has turned it into one of the most popular game systems. That's why there are more new games, and that's why we're covering them.

And if the recent Consumer Electronics Show is any indication, you can expect 1991 to bring many more new titles (check our GUIDELINES section for a look at some of the upcoming releases).

Speaking of what to expect in 1991, check out our feature on the upcoming InfoGenius line of cartridges. If the InfoGenius packs deliver on their promise, you may be able to use your Game Boy for homework help or other practical matters.

While we're looking ahead in this issue, we're also taking a look back. On page 20 you'll find the 1990 *GAME PLAYER's* Game Boy Awards. Our editors studied every Game Boy title from 1990 and voted. The results are the titles you see listed. There's another opinion out there, though, that's just as important as our own — yours. To hear from readers like you, we contacted some of our subscribers. We had two goals in mind. First, we wanted to meet you, and secondly, we wanted to discover which games top your list of favorites. Our special thanks go to those of you who participated in our "Center Screen" feature.

We also appreciate the continued response from those of you who write in with questions, tips, and comments. Keep 'em coming.

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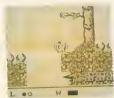
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Fall of the Foot Clan

In the game *Fall of the Foot Clan*, there are bonus stages. A quick way to practice them is to press Start, Select, A, and B at the same time when the title screen appears. A question mark will appear as a stage choice. Go to it and press start. You'll be able to practice as much as you want.

Skyler
Glen Allen, VA

Thanks for the great hint, Skyler. We're sure that Ninja Turtle fans will appreciate the Foot Clan info.

Tips O'Plenty

Here are some tips I've learned for my games:

Teenage Mutant Ninja Turtles (Fall of the Foot Clan) — for full energy press Start, Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select, Start.

Gargoyle's Quest — the last code is NPAN-RRXY.

Nemesis — for full guns and shields use the same code as listed above for *Teenage Mutant Ninja Turtles*.

I hope these codes help some game players with these games, because they sure helped me.

Brian
Niagara Falls, ON

Thanks for the useful hints, Brian.



By the way, the code you sent in for Fall of the Foot Clan and Nemesis looked awfully familiar to us. Then we remembered where we had seen it — in the NES game Contra. Maybe you ought to try that code on every Ultra game you play. In Fall of the Clan and Nemesis, the code seems to work once only.

Super Marioland

I've been playing *Super Marioland* and wondering how you beat Katanga, the mysterious spaceman. Here's my tip for *Super Marioland*: In the alleyway, here's how to make the ball change its continuous motion. Hold the B button down until the ball slowly comes out of that motion.

Paul
Woodbridge, VA

O.K., Paul, try this out on Katanga.

He'll come out as a cloud. Dodge and shoot back. When he drops his cover and comes to the right side, you go to the lower left. It's easiest to dodge shots there. Hit the fire button rapidly, and keep an eye on your ship to avoid bullets. Stick with it and you'll eventually hit and destroy him.

Batman

In your first issue you profiled *Batman*. On page 15, in the picture at the right corner, you mentioned an extra life, but you didn't tell how to get it. Here's how: First, jump over the steel beam and jump to the other side of the screen. Next, hop up and shoot the extra life. Then bend down and shoot to find a hidden block on which you can jump to get the extra life, then leap back to the other side.

Jason
Omaha, NE

Jason, we didn't reveal how to get the extra life on purpose. We figured someone in Omaha would notice the caption and send in the tip. Although we didn't get a chance to test your tip, we'll be happy to pass it on to our readers.

Turtles and Final Fantasy Legend

This trick is for Fall of the Foot Clan. It isn't useful, but it's

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fun. Let a Mouser attack you in the third part of the first level, right before the bonus stage. A Mouser takes off 1 HP every two seconds or so. Walk toward the bonus stage. When you have 1 HP left, enter the bonus stage. As you come in, the Mouser will take your last HP. Win the bonus stage, and get your life refilled. As soon as you can, knock the Mouser off you. If all goes well, you'll die with full life. It doesn't affect your game, but it is a challenge to perfect this trick. Try it on your weakest turtle.

Also, how do I defeat King Sword in *Final Fantasy Legend*? I would like the King's armor. How do I defeat him and get his shield?

Stan
Woodstock, NY

First things first. You need a high experience level and the King weapons to defeat King Sword. Now here's how to get the shield: Leave the room and come back. A secret minister has killed the King and escaped through a secret door. Follow the minister and defeat him — which shouldn't be too hard. You'll get the shield you so richly deserve for sending in your helpful letter.

The Bugs Bunny Crazy Castle

Here's a tip for Bugs Bunny Crazy Castle. Instead of

spending hours munching carrots and running away from enemies, use the code PXCW to get you to Stage 46.

Nate
Manchester, CT

Sounds good to us, Nate. We never liked carrots, anyway.

Gargoyle's Quest

I've lost my owner's manual for the game *Gargoyle's Quest*. I would like to know how to use the Blockbuster Magic, the fingernail, and the Gremlin Stick. I would also like to know how to make it past the Ghost Realm stage.

Tony
Brooklyn, NY

Although we can't send you a replacement manual, Tony, we can tell you where to write to get one. Write to Capcom at 3303 Scott Boulevard, Santa Clara, CA, 95054. Also, if you're looking for lots of hints and tips on *Gargoyle's Quest*, check out our third issue (November/December 1990).

Final Fantasy Legend

I'm stumped in *Final Fantasy Legend*. On level 5F my group has the airseed and is trying to find the blue orb. Also, the dragon Ryu-O is not on the

bottom of the ocean. The only other clue I have is: "Remember where the two lines have crossed."

Help!

Joe
Burbank, CA

To find the blue orb, first enter the whirlpool in the upper right corner. Next go to the underwater town. Once you're there, go down a stairway into the underground castle. You'll find the orb there. Once you have it, you'll have a better understanding of the mysteries surrounding the dragon Ryu-O. Good luck, Joe!

GP

Extra Special Hint

First, get some magic paper from your secret hiding place. Then pick up the mighty pen and write to us. We're always interested in hearing from you. Send your questions or comments, and your hints or tips to: Game Boy Mailbag, 300-A South Westgate Drive, Greensboro, NC 27407.

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CENTER SCREEN

Readers sound off!

For nearly a year, we've been telling you about all the Game Boy titles as they hit the market. We've also given you our opinion about these new arrivals. Now it's your turn. We surveyed a number of our subscribers to learn about you, the people playing the Game Boy, and what games you like. We wanted to find out your favorite games for the small screen, as well as any games you're holding your breath waiting for. Some of your answers surprised us.

While we knew the Teenage Mutant Ninja Turtles were popular, we had no idea just how many of their fans were playing the Turtle epic, *Fall of the Foot Clan*. And while *Super Marioland* has a predictably huge following, so do puzzle games like *Tetris* and

Alleyway. We also confirmed what we already suspected: Game Boy enthusiasts come in all ages and types, and seem interested in every kind of game available. But enough of our talk. Let's hear what you, the most important part of our magazine, have to say . . .



Beecher Snipes III
11

Seattle, Washington

The great graphics of *Fall of the Foot Clan* impress Beecher. In fact, he likes this Ninja Turtles game so much he played it all the way through. He hasn't beaten *Super Marioland* or racked up his dream score in *Tetris*, but he's still trying.



Judy Hasson
24

Houston, Texas

This schoolteacher doesn't go for games that have a lot of shooting in them, but Judy finds *Balloon Kid* to be very entertaining. She's also ready for the Game Boy version of the popular game show *Jeopardy!*.



Alan Cristoffer

17

Richland, Missouri

Super Marioland appeals to Alan, who thought the submarine and airplane were good ideas to include. He ranked *Motocross Maniacs* and *Qix* as good games, too. He'll be ready to take on Mr. Big when a Game Boy version of *Narc* is created.



Amy Shapiro

10

Valley Stream, New York

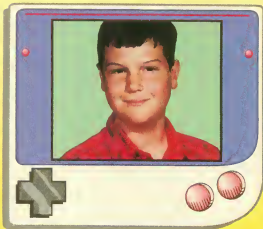
Although a big fan of the *Mario* games, Amy's favorite game for the small screen is *Mr. Chin's Gourmet Paradise*. It's different from a lot of other games, and it also has some funny characters, Amy notes.

Jim Bartlette

14

Chinook, Minnesota

Jim whipped the *Ninja Turtles' Fall of the Foot Clan* in one evening. He prefers *Qix*, which has proven more difficult for him to beat. Jim has high hopes for Game Boy versions of the *Mega Man* series — he thinks they'll adapt well to the small screen.



Aaron Osborn

12

North Aurora, Illinois

Aaron thinks Nintendo did a fine job translating *Super Marioland* from NES to the Game Boy. He likes games that aren't focused on shooting and killing. Along with *Super Marioland*, Aaron gets a bang out of *Alleyway*.

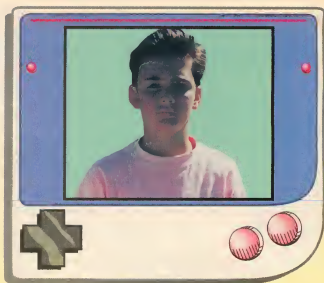


Matt Martin

20

Burlington, Vermont

Teenage Turtles rule as far as Matt Martin's concerned. Not only is he a fan of the movie and cartoon, but he also feels that *Fall of the Foot Clan* excels in graphics and playability. Matt adds that *Batman* looks good and plays well, too.



Brother-to-Brother...

Gary and Andy Pabst, of Los Altos, California, like a wide variety of Game Boy games. We didn't ask Gary (top) and Andy (bottom) if they shared their games, but we bet they do. For Gary, age 9, the graphics are good, and the adventure is involved. That's enough to make *The Castlevania Adventure* his favorite game. He also enjoys puzzle-type games like *Tetris* and the new *Dr. Mario*. Andy, age 11, has had *Fall of the Foot Clan* for several months, and awards it his personal blue ribbon. He says it isn't easy, but you can beat it. *Super Marioland* and *Batman* are fun and have their moments of difficulty, too.



...and Cousin-to-Cousin

Brian Hock

13

San Mateo, California

Brian gives *Batman* the nod because of the variety of weapons you use and the flying BatWing stage. For roughly the same reasons, he found *Final Fantasy Legend* to be "awesome."

Martin Hock

10

San Mateo, California

Final Fantasy Legend gives Martin an enjoyable role-playing game that looks good, too. He also gives high marks to the Caped Crusader's Game Boy game, although he didn't like the movie version of *Batman*.

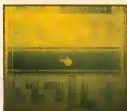


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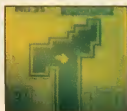
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Scott Manwaring

11

Kirkland, Washington

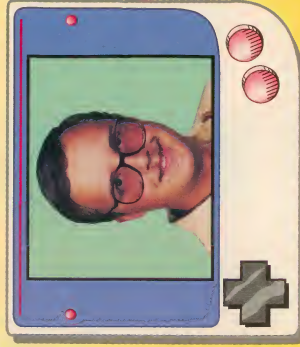
Scott's into the Turtles, and found their Game Boy adventure *Fall of the Foot Clan* to be "really cool." *Tetris* entertains him, as do Game Boy versions of golf games. He's currently on the lookout for a Game Boy version of *Baseball Stars*.

David Guckenburg

19

Spanish Fork, Vermont

David's a *Nemesis* man and says that the graphics are what hooked him on this seek-and-destroy space mission. *Tetris* poses a challenge for him, too. David is interested in games about bowling and volleyball as well.



Priscilla Lund

49

Biddeford, Maine

Priscilla loves *Tetris*, but was having some problems seeing the small screen. She's rigged up a magnifying unit that works like a charm. With it, she plays all sorts of puzzle games like *Boxxle*, *Quarth*, and *Pipe Dream*.



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Readers sound off!



Michael Higgs

13

Baltimore, Maryland

It's superheroes to the rescue when Michael wants some Game Boy fun. His number one choice is none other than *The Amazing Spiderman*. The ever-popular *Ninja Turtles* make his list, too. Michael's waiting for a Game Boy version of the sci-fi film *Aliens*.

Matt Morgan

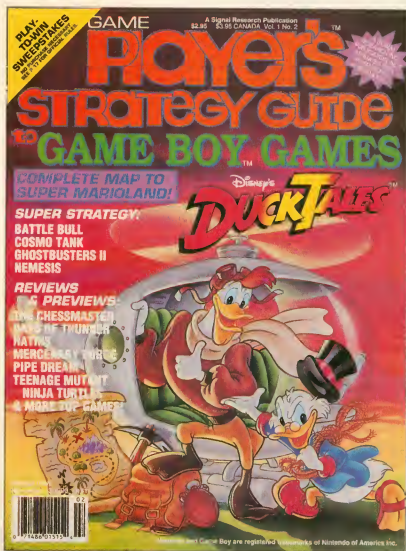
9

Asheboro, North Carolina

Matt's big number one is *Tetris*, especially when the blocks start falling quickly. He also enjoys *Super Marioland* for its graphics and fun action. Matt is not too enthusiastic about *The Castlevania Adventure*, however.



Q: Where can you find hints, tips, maps, features, reviews, and all the answers to your questions about **GAME BOY®**?



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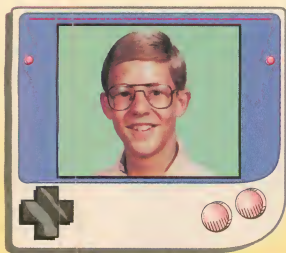
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CENTER SCREEN



Ryan Partridge
13

Ryan, the oldest, likes the Game Boy versions of the old standbys, *Revenge of the Gato* (a pinball game) and *Alleyway* lead his list. Ryan's also been known to borrow Brett's copy of *Super Marioland* for extended periods of time.



Chris Partridge
11

When listing his favorites, Chris has castles on the brain. His number one pick is *Bugs Bunny's Crazy Castle*, with *The Castlevania Adventure* not far behind. He's made it to the last level of *Castlevania*.

Brett Partridge
8

Like a number of you, the youngest Partridge usually has *Super Marioland* plugged into his Game Boy. He also enjoys the big money competition of *Hyperlope Runner*, particularly the tricky second level. Brett's hoping for a Game Boy version of *Punch-Out*.



RACK N' ROLL



Finally, cool pool action for your Game Boy.

In either 9-Ball or Pocket competition, you'll need to stroke a mean cue just to keep from getting laughed out of the pool hall. There are lots of balls to sink and trick shots to make before you can make it to World Class status in one-player mode. Or grab a buddy and hook up your Game Link™ for some intense head-to-head action. Side Pocket. From Data East.



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And the winners are.

GAME BOY GAME
OF THE YEAR
DuckTales
Capcom

Expectations ran high before *DuckTales* was released, and the Disney adventure lived up to all of them. It starts with a fantastic story featuring Scrooge McDuck and his adventures in the worlds of hidden treasures. Added to that is its carefully rendered graphics, which capture the look of the NES version of the game and the feature cartoon it is based on. Its final achievement is its playability, which makes *DuckTales* exciting and fun for all ages and all age groups.

BEST ARCADE ACTION GAME
Double Dragon
Tradewest

It's hardly surprising to see *Double Dragon* win an award; the series has produced some of the most popular and well-crafted video games ever. The Game Boy version of the martial arts saga loses absolutely nothing in translation from its NES cousin. Some people even think this *Double Dragon* looks better than its predecessors. We can't prove that, but we're sure that this game plays just as well.

BEST FANTASY ROLE-
PLAYING GAME
Final Fantasy Legend
Square Soft

While this category didn't have many entries, the winner is a top flight game. It should be celebrated for setting a high standard for a fantasy role-playing Game Boy

1990

Game Player's
Game Boy

Awards



DuckTales
Capcom



Double Dragon
Tradewest



Final Fantasy Legend
Square Soft

games to come. The plot requires players to lead a band of adventurers through a large and complex kingdom. Along the way, enemies are met and magic objects are uncovered. *Final Fantasy Legend* created an epic quest in the classic medieval sense, and made it work well on the small screen.



Gargoyle's Quest
Capcom



Quarth
Ultra



NFL Football
Konami



Mercenary Force
Meldac

BEST GRAPHICS ADVENTURE

Gargoyle's Quest
Capcom

Gargoyle's Quest offers players a clear departure from the usual graphics adventure formula, and the results are dazzling. One of its innovations changes the game's visual perspective from scene to scene. Sometimes you see your character from an overhead view, while other scenes are shown from the side. Interesting weapons are also included in this revenge mission. *Gargoyle's Quest* issues a challenging adventure that players will return to again and again.

BEST PUZZLE GAME

Quarth
Ultra

Geometric shapes fall from the top of the screen and players are rewarded for filling them and clearing the screen. Sound familiar?

BEST SPORTS GAME

NFL Football
Konami

NFL Football packs a lot of features into a small package. All 28 NFL teams are represented and ready for action. Players devise game plans from six offensive formations and seven defensive formations. Subscreens let you refer to diagrams in the midst of the action. The game is enhanced by its video-link option, so two players can battle it out on the gridiron field of glory. *NFL Football* tackles a big job — and easily makes the cut.

BEST STRATEGY GAME

Mercenary Force
Meldac

At the time of its release, *Mercenary Force* stretched the boundaries of Game Boy strategy action. This game is large, boasting 54 different kinds of enemies and 72 different screens. Its story has you assembling a dream team of fighters, and taking them out into the hostile world to stake your claim. There's a lot of strategy involved, and a lot of fighting. And *Mercenary Force* does an outstanding job in both areas.

Although we suspect the resemblance to *Tetris* is purely intentional, *Quarth* led the pack of imitators by several lengths. The best aspects of the Game Boy's premier classic are here: clean cut graphics, elegant design, and strategic decisions that must be made in microseconds.

GREMLINS 2: THE NEW BATCH

Six years have passed since the Gremlins' fabled night of havoc in Kingston Falls. Gizmo and Billy Peltzer have gone their separate ways, but fate will bring them together again.

Gizmo's been captured by a scientist and is being held prisoner in the Genetics Lab of ritzzy Clamp Centre. As luck would have it, Billy is also in Clamp Centre, working as a commercial artist. When Billy hears a mail clerk whistling Gizmo's song, he tracks down and finds his furry Mogwai friend.

Their joyful reunion is cut short by an accident. Gizmo gets sprayed with water and creates four evil Mogwais — transformed into full-fledged Gremlins by a mysterious genetic process.

In *Gremlins 2: The New Batch*, it's up to you, as hapless Gizmo, to save Clamp Centre from being overrun. Armed only with a pencil, a boom box, or a tool chest, you'll fight through four sec-

tions of the Centre: a television studio, genetics lab, system control center, and the lobby of the office complex. A boss at the end of each stage will work feverishly to end your mission.

You won't have a problem overcoming flying bats, spiders, and weaker Mogwais. However, if you're hit by an enemy or run into a barrier, you'll lose strength, depending on which enemy you encounter. You can refill your life supply by picking up hearts. Make sure you collect as much strength as possible before you face each boss.

Based on last summer's movie sequel, **Sunsoft's** *Gremlins 2: The New Batch* includes some of the best graphics available for the Game Boy system. The first two levels of scrolling action will be walk-throughs for most players, but even experienced players will find the last two levels frustrating, but fun.



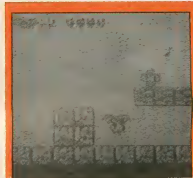
Six years after the Gremlins nearly leveled Kingston Falls, Billy Peltzer and Gizmo are reunited in the Big Apple for more adventure.



One pencil is available in each stage of the game. Use it as many times as necessary to knock enemies out of your way.



If you pick up the cassette radio, a musical note will appear on the screen above Gizmo.



Once you have a musical note, toss it at enemies to knock them out of the picture.

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This game pack for use with the Game Boy
Compact Video Game System.

Toei Animation Co., Ltd.

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When a note is above Gizmo's head, a pesky bat will hover around. Don't worry — the note will protect you from attack. The mouse on the right is watching you here.



By stepping on the punch block, you can lash out sideways in two opposite directions.



Without bouncing off the spring, you'd never be able to jump this high.



Smaller hearts will restore one of the four hearts in your life gauge.



The pencil is one of the most useful weapons available. Remember, though, that you can't use the pencil if you're holding the cassette radio or the tool chest.



Large hearts will bring your life gauge back up to its full strength.



HINT

To defeat the Mohawk, move close to him and attack with your pencil when he jumps toward you. Stand just outside his jumping range, and make sure you're not in the path of the boulders.

KWIRK™

HE'S A-MAZE-ING!

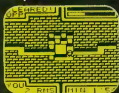
Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato with a chance to rescue her. With Kwirk, you'll move bunches of blockers, outwit plenty of pits, and mash through many a maze.

And just when one labyrinth seems to be licked...an even trickier one appears.

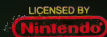
So put on your shades, get your thinker in gear and join the a-maze-ing Kwirk in his quest to solve this puzzling predicament.

And remember, Tammy's only got one hope...you!

Coming soon for Game Boy: WIZARDS AND WARRIORS X: FORTRESS OF FEAR™—a brand new adventure with Kuros™, the gallant knight warrior; and WWF SUPERSTARS™—featuring Hulk Hogan™, the Ultimate Warrior™ and more in the best of WWF wrestling action.



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At the end of the first stage, you'll face the Mohawk, the first boss. If your aim is sharp, you'll be able to defeat him with just a pencil.



If you're hit by an enemy or run into a barrier, you'll lose strength from your life gauge.



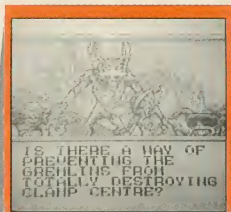
Make it through the genetics lab and you'll find the Bat Gremlin boss waiting.



Here Gizmo's getting a little too close to one of his major enemies. There are four major enemies that you need to avoid — George, Lenny, Daffy, and Woman Gremlin.



The action really picks up in the third stage. Even the best players will be challenged when the mazes spread out and the jumps get more difficult.



This screen includes both a question and a dare, and it shows off the great graphics of *Gremlins 2: The New Batch*.



HINT

The best way to make some of the trickier jumps is to *tap* the jump button rather than holding it down.

DRAGON SLAYING! **GAME BOY ACTION!** **WEB SLINGING!**

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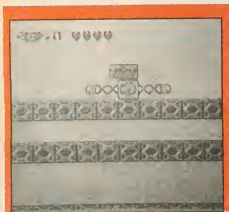
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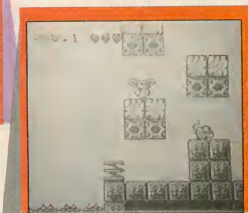
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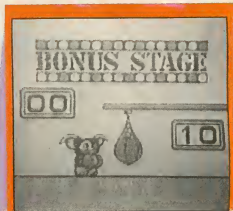
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Hide in the tool box and you can take three hits from an enemy or one hit from the thorn, without losing strength.



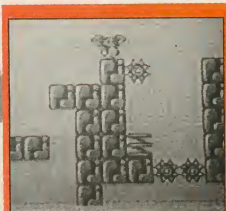
You can travel through some blocks, instead of across or over them.



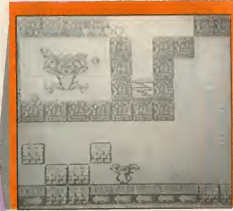
Gizmo has three lives at the start of the game. Punch the bag 100 times in the bonus round to gain an additional life.



The Electric Gremlin will greet you as you exit the System Control Center. This is the last boss you'll be able to erase with your pencil.



If you touch the thorn on any of its points, you'll lose half of one heart in your life gauge.



Don't be surprised by feelings of frustration while trying to get through the third and fourth stages of Gremlins 2.



HINT

The Electric Gremlin ricochets off the walls at the end of the third stage. Stand your ground at the far left of the screen; he usually won't hit you there. When he stops momentarily, tear into him.

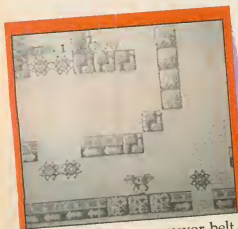
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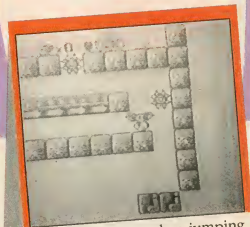
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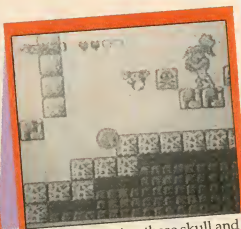




If you land on a conveyor belt, you'll be whisked along in the direction of the arrows on the conveyor. Watch out for obstacles that might be in your way.



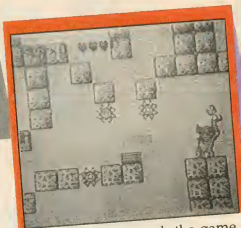
Watch your step when jumping from block to block—if you fall to the ground at the bottom of the screen, you'll lose one of your lives.



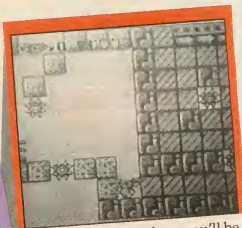
Take the warning these skull and crossbones blocks are giving you, and steer clear of this ax-wielding enemy.



If you hide in the tool box, you can scoot past enemies safely, but you won't be able to pick up hearts or other weapons.



As you work through the game, remember that you can't pick up your mighty pencil if you're already equipped with either of your other items.



At the end of stage four, you'll be issued a bow and arrow—the weapon of choice against the Spider Gremlin. Defeat him and Gizmo will be a hero once again.

GP

HINT

One pesky Gremlin will try to attack you while he rides a skateboard. As soon as he skates onto the screen, move to either the far left or far right. When he rolls into range, strike him. Be patient—it will probably take three or four jabs to eliminate him.



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THE HUNT FOR RED OCTOBER

Games based on hit movies are a mixed bag. Some are worthwhile, but some aren't. While a known movie title may attract players, it's usually not enough to keep them interested in a game.

With today's increased competition between game companies, more effort is being put into movie-based games. The results are promising, as in *Hi-Tech Expressions'* treatment of *The Hunt for Red October*.

As commander of a renegade Soviet nuclear submarine, you're trying to ride to freedom beneath the waves. Unfortunately, the whole Russian Navy is struggling to stop you. Hunter-killer subs will stalk you in the deep water, and aircraft carriers will rain missiles and depth charges at you from above. For most of the journey, you'll have to thread your way through reefs and underwater mountains that could open your sub like a tin can.

You steer the sub with your crosspiece, and launch horizontal torpedoes or missiles with the A and B buttons. Your sub is also equipped with caterpillar drive, which rigs it for silent running and makes it undetectable to enemy sonar.

One of the most popular features (and one that isn't available on the full-size NES version of this game) is sure to be the two-player mode, which enables one player to command the sub and one to control the units trying to stop it. The game plays superbly in this mode.

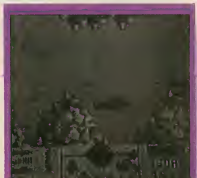
This is an extremely well-designed scrolling game with imaginative features and an attractive high-tech twist. The graphics are very fine throughout, and the opening sequence is one of the most dramatic we've ever seen in a Game Boy game. *The Hunt for Red October* is highly recommended for average-to-advanced players of all ages.

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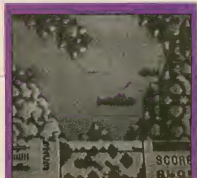
The basic premise of the Game Boy version follows the popular book and movie very closely.



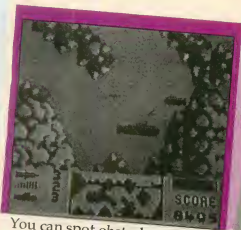
The opening sequence is one of the most *visually* dramatic curtain-raisers to be seen in any Game Boy game.



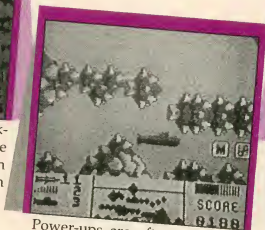
All those little hunter-killer subs can pester you to death. Try luring them onto reefs. Often, they'll charge in and destroy themselves.



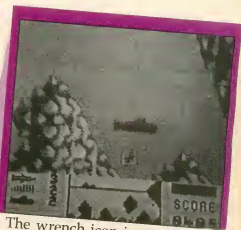
Your vertical missiles are useful against underwater targets, if the angle is just right. Remember that your supply is limited.



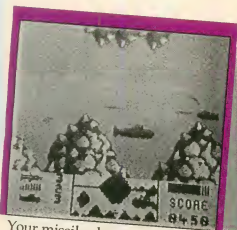
You can spot obstacles and lurking enemy units by paying close attention to the navigation screen at the bottom-center of the main screen.



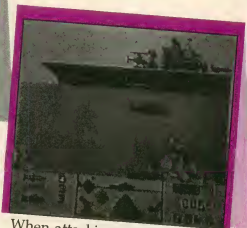
Power-ups are often located in hard-to-reach places, where you'll have to sail very slowly and carefully. Keep a sharp eye for ambushes.



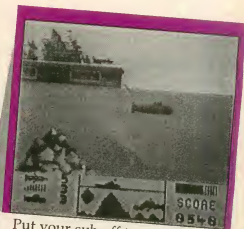
The wrench icon is good for repairs. Save them until you really need them.



Your missiles have a homing capability, so you can fire *over* reefs to get at hidden targets.



When attacking aircraft carriers, don't bother trying to actually sink them. You probably won't last long enough to do that.



Put your sub off to one side and try to hit the aircraft on the carrier deck.

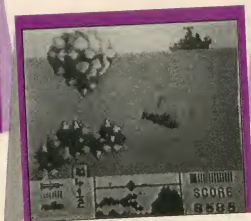


HINT

Your most dangerous opponents are the small hunter-killer submarines, but you don't have to blast them all. They're so aggressive that they'll chase you even if it makes them run into an underwater mountain. Try just scooting forward a little bit, then drop back, to trick them into smashing against reefs.



Engage your defensive technology to protect your sub from being located by the enemy.



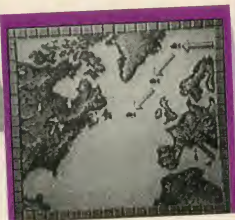
In the two-player mode, one player controls the sub and the other controls the units chasing the sub. The action is great in this mode.



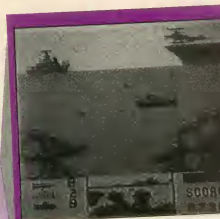
The second leg of your odyssey takes you under the polar ice cap, with excellent graphics.



When you sail through shallow water, you can expect sudden attacks from enemy aircraft.



At the start of each new stage, you'll be able to check your progress on this map of the Atlantic.



In the tropical waters of stage three, surface opposition suddenly grows much stronger.



Take your time picking up the "repair" icons (the ones with wrenches on them). They won't disappear if you don't grab them the moment you see them. Save them until after a battle that seriously damages your sub, such as an encounter with surface units.



Shipwrecks offer valuable cover, and offer some more good graphics, too.



Sometimes, due to obstacles in shallow water, you *have* to come to the surface. You can travel really fast here, but don't linger. Surface travel is much more dangerous than movement underwater.



Collisions aren't necessarily deadly to your sub, but they will use up at least one-half of your remaining life-energy.



Here's a useful trick: Outrun the little sub at the bottom left, and it will crash head-on into this reef.



Welcome to high-tech combat in the ruins of lost Atlantis. This is a good example of the many imaginative touches that have been designed for this game.



Be prepared to dive quickly when you sail over this ruined temple. There's an ambush ahead that could be fatal.

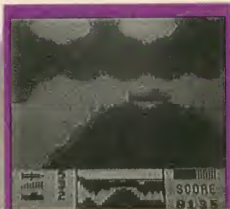


HINT

Sometimes you'll have to battle aircraft carriers. When duelling with one of these giants, position your sub a bit beyond the bow or stern of the carrier, and lob your missiles at an angle. You should try to destroy the aircraft on the carrier's deck.



Stage six takes you back in an easterly direction, but the screens themselves show a coastal area, so be careful.



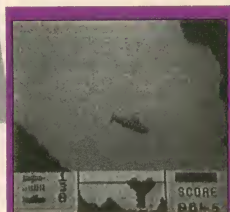
There are a lot of very tight passages here. Fortunately, you won't be attacked while trying to get through this one.



This area underneath the oil rig is crowded and blocked. There's a way through it. All you have to do is find it.



Don't waste time trying to fight this helicopter. Just run away from him as fast as you can.



Watch your radar! After you destroy one sub here, wait for the other one to drift into your sights. You'll nail him before he can target you.

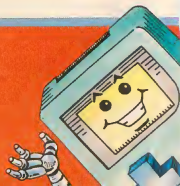


When you spot these two subs ready to ambush you, pour on the speed and scoot by them. Don't stop to do battle.

GP

HINT

In the sixth stage, you thread your sub through the girders and pipes of offshore oil rigs. There doesn't appear to be any clear path through these obstacles. However, if you station your sub at one side and fire a wide spread of torpedoes, you'll discover one spot where you can get through.



NINJA BOY

Jack and Princess Ling-Ling were happy together in Ninja World. They played peacefully among the cascading waterfalls and the lush green gardens of the castle. One day, as a cold, bitter wind blew across the pebble-covered roads of the village, darkness fell across the land.

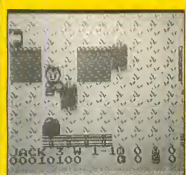
The Yomo forces and Dragon Shogun descended upon Kung-Fu World and seized the castles. In the confusion, Princess Ling-Ling was separated from Jack and kidnapped by the Shogun. Now Jack must use his ninja abilities to penetrate the camp of the evil Yomo, liberate the once-proud people of Kung-Fu World, and rescue his precious Ling-Ling.

As *Ninja Boy* you'll punch, kick, and chop your way through waves of opponents. You'll also collect power-ups and additional weapons to battle the Shogun's legions.

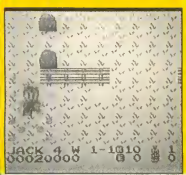
You might find out that proving your love for Ling-

Ling is quite a task. Each area is divided into three stages. You must defeat a certain number of enemies before the door is opened to the next stage. The number of enemies increases as you progress and become more powerful. As you battle through the stages you'll discover secret goodies and scattered power-ups.

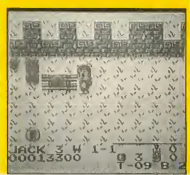
Ninja Boy is the Game Boy conversion of Culture Brain's *Kung-Fu Heroes* for the NES. The game is laid out similarly to the NES version, with the same objectives and game play. The only difference is that you can't bring a friend along on your quest: *Ninja Boy* is a one-player game. But there's an advantage here: You won't have to compete for Ling-Ling's affections. All you need to do is defeat your many opponents, then surrender your heart to the princess you love. Like her, this game is cute, amusing, and full of surprises. "Hai-Ya!"



Use the first stage to practice *Ninja Boy*'s maneuvers and get used to the controls. One move you can use is the thunderous Ninja Punch.



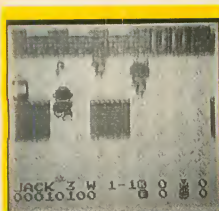
The Miracle Kick lets you pound enemies or even smash rocks. But, you can only use it when you have K marks.



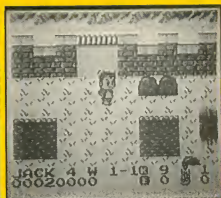
Every so often these E balls appear. Be sure not to pass them up: Five of them give you an extra man.



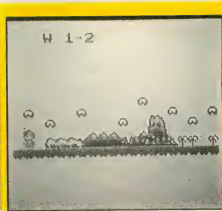
You'll find stairs in certain places. If you return to a stage, the stairs will be found in the same spot.



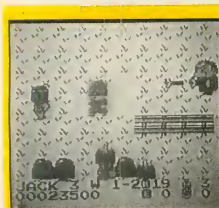
The arrow box (on the left side of the screen) marks the place where you're allowed access to the other areas of that stage.



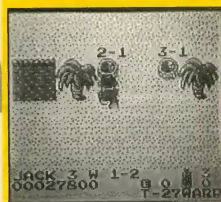
After a set number of enemies has been defeated, the doorway will open. The number is different for every stage, and sometimes you can open the door with other, trickier methods.



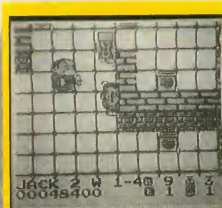
The stages in this game are actually levels within levels. That means that each level is divided into several smaller areas, such as 1-1, 1-2, 1-3, and so on.



Every time you pick up a fist item, Ninja Boy's face will turn red with anger and give him much more powerful punches. There are five fist-power levels in all.



Perhaps the most closely guarded secrets in this game are the warp zones. You'll find them just as you would any other set of stairs, but getting them to appear can be much more difficult.

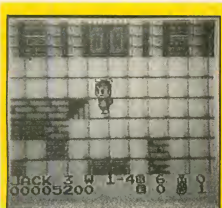


In stage 1-4 you'll meet up with the notorious Mr. Coffin. He gets his kicks by locking Ninja Boy up inside himself. If you get captured, try to break out by frantically jumping and shooting.

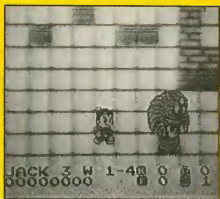


HINT

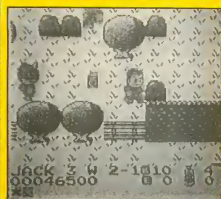
In *Ninja Boy*, there's a secret code that will allow you to continue the game an unlimited number of times. When the title screen appears after the Game Over screen, hold the A and B buttons down and press Start.



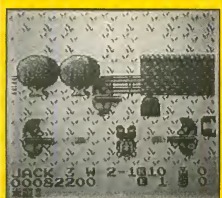
One of the secret sets of stairs is located right in front of the exit of 1-4. Inside you'll find the Anywhere Door. Press the A and B buttons to select the desired stage and then hit Start to resume the game.



A nasty surprise awaits you in 1-4. Uni-Gon, a large mummy-like creature, will try to trample all over you. Aim for his upper body and try to keep your distance.



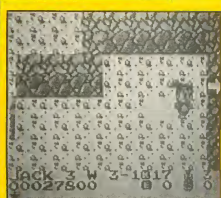
The enemies in world 2 are a little more difficult, and it takes more victories to open the exit door. As soon as you can, stock up on items and weapons to make things a little easier.



These guys pack quite a punch! The most effective way to attack them without getting hit by their missiles is to approach them from a distance with the Miracle Kick.



World 3 is the Icy Cave. Not only do the enemies get tougher but the mazes become more complex as well. In some cases you may have to perform a Miracle Kick to get over a wall.

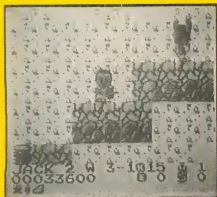


In stage 3-1 you'll be trapped in a small corner of the maze. The easiest way out is the arrow box on the right side, but you can also flip over the left wall if you have a strong running start.

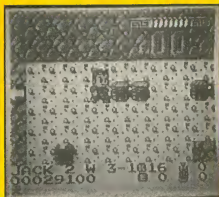


HINT

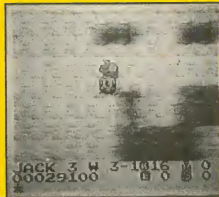
Try to lure enemies to you. Position yourself above or below them on the screen and wait for them to walk up to you. When they come within your range, attack them before they're completely level with you.



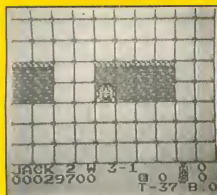
Here Ninja Boy is red-faced again, but now he can throw shuriken in a wave pattern. Shuriken come in handy when facing off against the powerhouses of the higher levels.



The door for stage 3-1 is located in the upper right section of the maze. In front of the door you'll find many useful items tucked away inside the rocks.



Ninja Boy leaps over a maze wall by using the Miracle Kick. This kick is also good for making quick retreats from more powerful opponents.



In 3-1, one of the rocks in front of the door contains a set of stairs. They lead down into a bonus room where valuable items are available. Here it looks like Ninja Boy got too close to the pool.



At this point in 3-2 you should flip across this small pond. It's faster than taking the other way around, and you can put the wall in front of anyone pursuing you.



From 3-2 you can warp to stage 4 or 5. To find the stairs leading there, try breaking rocks and killing enemies. Sometimes the trick to making stairs appear is defeating the right number of bad guys.



HINT

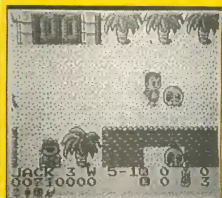
One smart strategy is to walk around a stage, attracting enemies. When you've got a lot of them following you, duck out through an arrow box. While your enemies look for you elsewhere, you can have fun collecting bonus items.



A raging river is all that stands between you and the door in 5-1. To get across the river, you'll have to leap to a raft, and then leap to the shore before you float downstream.



A bonus room sits on the right side of 5-1. At first you won't be that excited about finding another set of stairs, but you will be when you see the bonus items in 5-2.



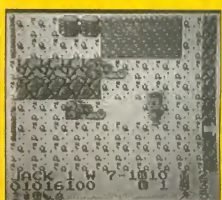
To the right of the door in 5-1 is a skull. As soon as you start the stage, go to it. You'll get a key to the door when you break the skull open.



Watch out for these spiny traps in 5-2. They move in a simple up-and-down pattern, but are deadly if they catch you off guard.



The warp zone in 5-2 allows you to enter Worlds 6 and 7. This brings you very near to the end of the game. Make sure you have everything you need to face the final horrors.



We'll leave the final part of this game for you to explore, but here's a tip: In 7-1, go after the crawling enemies first. Defeat them by simply jumping on them.

GP

HINT

You have to destroy a certain number of enemies before you can leave a stage. When you think you're getting close to that number, start slowly moving toward the door. Enemies will rush you when the door opens, so make your exit a quick one.



OPERATION C

Rambo's a wimp. Sure, he's a nice guy, but he just isn't tough enough. Neither is the guy from that *Predator* movie. He could only go up against the jungle aliens once, and then he had to be replaced. Do you think he could have ever summoned up the nerve to go back and fight those terrible creatures a *third* time? No way.

Scorpion, on the other hand, has all the guts he needs, and then some. He's going back into the deep, dank jungle for Round Three. His opponent? Black Viper, a twisted space creature with the baddest attitude of them all. Regardless of how the battle between earthling and alien turns out, you can bet it won't be dull.

This is *Operation C*, from *Ultra*. The "C" stands for *Contra*, and if you haven't already guessed by now, this is the Game Boy version of that epic series. When *Contra* was first released in 1988, more

than a few people were ruffled by its hard-hitting battle scenes. Nonetheless, the game-playing public spoke, and made *Contra* a huge hit.

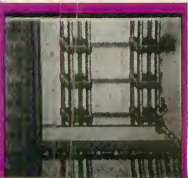
Take all of this as a warning, because if powerful military action offends you, you don't need to be playing *Operation C*. In other words, if you can't take the heat, stay out of the jungle.

Operation C starts you with three lives, but is programmed to let you continue the game twice more. Unfortunately, you'll lose all your points when you're returned to duty in this way. In addition to the continues, there are weapon power-ups available to help you on to ultimate victory.

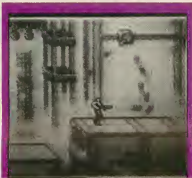
It all begins when you, as Scorpion, land at Black Viper's Island Base. You hit the ground running while toting a powerhouse automatic weapon. Do you need to know more?



Look out for snipers overhead in Area One. If you don't take them out as soon as they appear, you could get pinned down in the left corner.



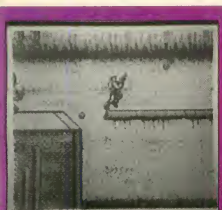
You don't have any time to rest while riding down in this elevator. You'll be bombarded by flying gun pods.



The hunter gun is the most valuable weapon in the game. You can stand still while its enemy-seeking bullets do the work for you.



Don't get caught off guard by this wall-mounted machine gun. As soon as you see it, duck down and fire.



When you reach the pipes you'll be jumped by soldiers from both sides. The attack boats underneath you are the real danger, though.



The boss of Area One is an armored submarine. If you still have the hunter gun, the sub shouldn't be a problem.



If you don't have the hunter gun, continue jumping over the gun turrets while firing down at them.



This tank in Area Two has lots of firepower, but that doesn't affect you if you're behind this wall. Stay here and wage war with your hunter gun.



From now on you'll want to avoid picking up any other weapons beside the hunter gun. It offers many advantages, such as letting you fire around corners.

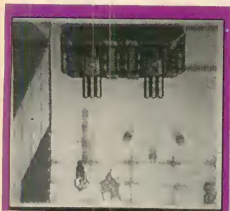


This "Battle Train" won't bother you at first, but will later roll up behind you when you try to pass. Stand at the back of the train and pick your targets from there.

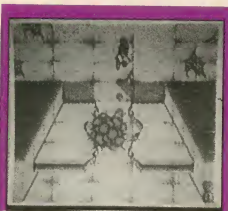


HINT

On the elevator in Area One, you'll be targeted by flying gun pods. The key here is to stand on the right side while constantly firing upward. You can shoot 'em down the second they appear on-screen.



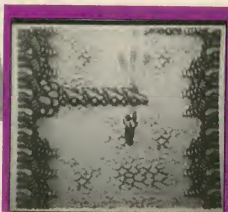
You met this tank earlier. Unfortunately, you don't have a wall to hide behind now. Attack plan: Shoot from the upper right corner, while keeping an eye on the tank's shots.



This wall can't keep you out, no matter how thick it is. Fire a few well-placed rounds at the center of the door. You'll be on your way to the boss in no time.



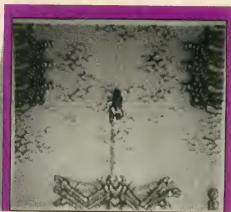
You'll find small domes at various places in Area Three. Be careful when you shoot them, because they'll explode into lots of small insects.



Take it slow when passing these battering rams. You can slip through the small space on the opposite side, or you can try running past when the battering rams go back into the wall.



The boss of Area Two has two cannons on its left, two on its right, and one in the middle. Start by taking on the left guns first. Save the center cannon for last.

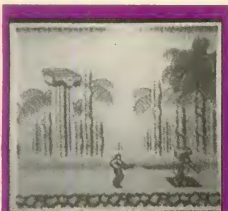


A gigantic spider guards the end of Area Three. Look out for the missiles it launches from its mouth.



HINT

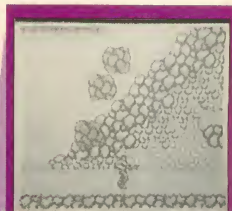
It's important to have the hunter gun when you start running on the pipes in Area One. You can simply charge forward without hesitation as it clears you a path.



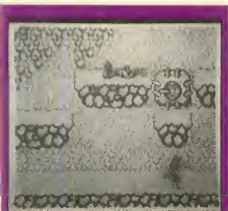
Guns pop up out of nowhere all over Area Four. When a gun appears, hit the dirt and dish out the ammo. You'll be safe since it can't shoot down at you.



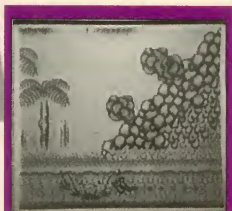
Avalanches are a problem that you can expect over and over again in this area.



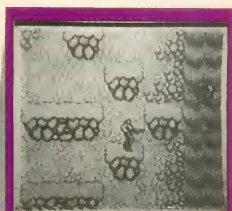
If you get caught in an avalanche, quickly dash between the boulders while firing up at the next ones.



If you shoot at this gun while lying here, you'll be in its blind spot. It can't shoot at the correct angle to hit you.



Being in the water gives you an added advantage—you can duck beneath the surface to avoid enemy attacks.



Here you must climb upwards while dealing with enemies that are hidden in the waterfall. Both the hunter gun and the spread-shot gun make this easier.

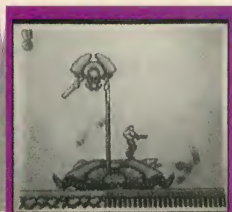


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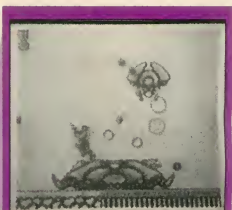
Area Three is just crawling with nasty little visitors. The fire gun works well in this area because it can cover a wide space. The fire gun will take out two or three bugs at a time.



When this ship flies onto the screen, you should immediately move to the right corner. From here you'll be able to defend yourself from attack.



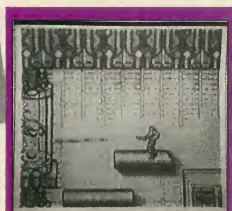
The boss in Area Four splits into two parts. You should stand on the bottom half while firing up at the top half.



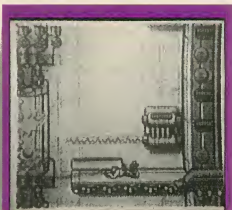
This boss will stop in midair. Take that as your warning to move to the side, because the boss will start firing down at you.



This ceiling cannon will shoot at you if you're at either side, but it can't touch you if you're directly under it. Stand below the cannon and pump it full of lead.



These canisters hold mutant scorpions that will attack when you walk near them. Gun 'em down before they leap at you.



Keep an eye on those laser generators while you ride up on this elevator. If you duck, the lasers won't be able to hit you.

GP

HINT

The boss of Area Three has one major weak point — its face. You'll find, however, that its face is heavily guarded. Stand in the left corner and watch out for attacks coming from your right side. The hunter gun or fire gun is most effective here.



SWORD OF HOPE

This is our second look at *Sword of Hope* (see our January/February issue) and the first time we've devoted two Super Strategy articles to the same game. *Sword of Hope* deserves two features because it's unusually large, deep, and complex. Only one other role-playing adventure, *Final Fantasy Legend*, even exists for the Game Boy. While *Final Fantasy Legend* is a fine game, it doesn't have nearly the same amount of detail as *Sword of Hope*.

Our previous article introduced the legend of Prince Theo and his cursed family. That feature had enough tips and strategies to help you through the first half of the adventure. Some players may find that that information is enough. However, the Kingdom of Riccar is a dangerous place, and many of its secrets are still hidden. The following pages are devoted to specific areas and puzzles, especially in the later sections of the game.

Theo's journey is far from over, and the fabled Sword of Hope has yet to be found. Theo has been through the realms of Martel and Shabow. With their help, he's made his way to Camu's kingdom. Camu, however, is under a curse. The temple in which she lives is sealed and cannot be opened. Theo must search the kingdom looking for clues that will help him free Camu. Then she can lead him to the Hope Sword, and the entrance to Hennesy's underground castle.

That there are only a couple of role-playing adventures available for the Game Boy is unfortunate for players whose taste doesn't run toward arcade action. *Sword of Hope* is a welcome addition to the Game Boy family, especially since players who enjoy this kind of game can take it with them. It's a lot easier to carry around a Game Boy than a bulky game system.



LV:15 HP: 26 MP:31



IMP ATTACKS.
TAKES 17GOLD
INGOTS FROM YOU.

This imp likes to steal gold. If you have plenty of it, he's less likely to hit you or use magic when he attacks. Beating him is easier if you use a particular magic item.

LV: 8 HP: 46 MP:29



GOLD:201
EX: 691

"BRAVE SWORDSMAN
POLINIYAK SLEEPS
HERE.

Poliniyak can help you, even though he's dead. He'll send you on a quest. Bring him what he asks for, and he'll reward you.

LV:17 HP: 55 MP:44



YOU ARE HURT BY
73 POINTS.

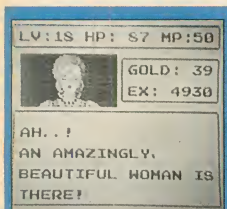
The Mudman's spell is extremely powerful! You'll find, however, that the same item that helped you beat the imp works well here.

LV:18 HP: 70 MP:54

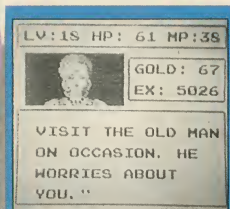


VAMPIRE ATTACKS.
VAMPIRE BIT
THEO.

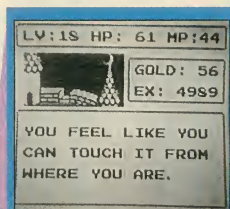
You were warned about the Vampire earlier, and now he's finally appeared. He's a tough opponent. Have you kept track of the clues?



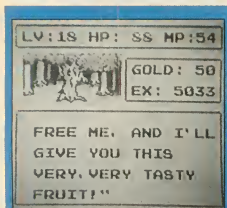
Camu is free and very glad to see you. She has a pet pigeon, and it has something you'll need. Make sure you've gotten the bird's egg before moving on.



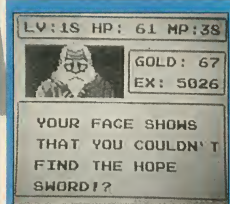
Camu will increase the power of your sword, but you might find the results a little disappointing. Talk to her some more and she'll give you good advice.



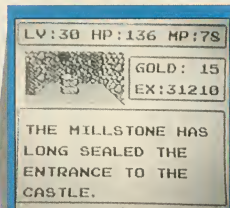
You're still not yet ready to leave the temple. Go all the way up to the roof and look at the moon. If you didn't know better, you'd almost think that part of it was missing, wouldn't you?



When the moon has been restored, the Treant will grow fruit. Convince the Treant to let you have some of it, and you'll see that the fruit will restore all your magic and health points.



Follow Camu's advice and talk to the Old Man. He'll know what to do about the Hope Sword.

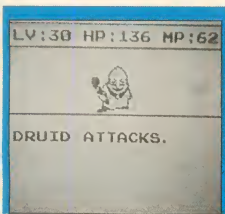


Now you're ready to venture into the underground maze and find the castle. The maze is long and dangerous, and you'll need excellent mapping skills.

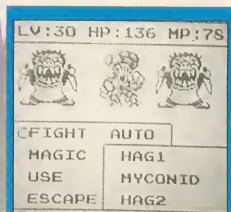


HINT

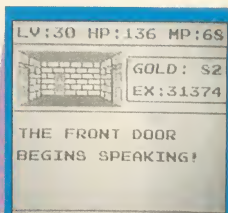
Because there are so few commands, you may not be sure which action to take. For instance, you get the last egg from Camu's pigeon by "opening" the pigeon. If you're really stuck, try every command on every object in the area. You can't hurt anything this way.



The maze also holds some of the most dangerous enemies in the game. The druids, for instance, reflect nearly all spells back at you. You'll be better off using less magic and more fighting against them.



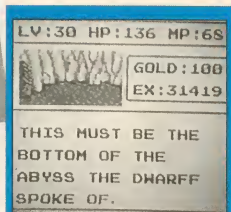
The massive power of the Hope Sword lets you fight several enemies at one time. Using the sword allows you to save all of your magic points for healing spells.



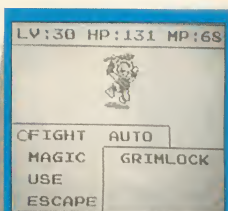
You'll need to use an item to open these three doors. Like the trees and other objects in Riccar, the doors will talk to you. Listen carefully to what they say before choosing which way to go.



You have to look at these dwarves to get them to reveal the ways out of here. The dwarves are sneaky, so you should take the route that sounds less hopeful to you.



Falling into the abyss only sounds dangerous. You'll land at the bottom, safe and sound.



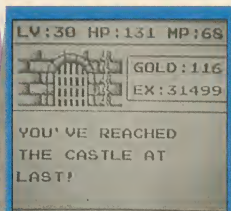
Watch out for Grimlock, who hides in one of the chests you'll find. He isn't difficult to beat, but he does steal gold. You'll need the gold later on.



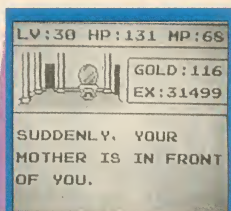
Poliniyak's grave is very difficult to locate. In the well under the graveyard, there's a room with a chest that contains a doll. Take the doll, then hit the wall. A vine will appear. Climb up the vine, and you'll find Poliniyak's tomb at the end of the path.



This black marketeer can be found in a couple of places inside the maze. He sells the same goods as the Forest Shop. It's good that you've safeguarded your gold supply, because he charges an arm and a leg.



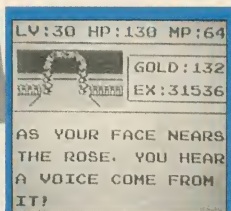
The castle of King Hennesy is locked tight and there's no key to be found. You can get in, though, by climbing the vine.



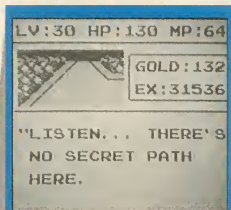
Prince Theo lived in this castle as a child, and a few ghosts still make this their home. Remember what Camu told you, and you can cause your mother to appear. Listen to her advice.



Your mother's instructions will allow you to walk through the living room mirror. Beyond the mirror lies a strange reflected world where the castle's rooms are all in the opposite locations.



Outside the mirror castle is a lovely rose garden. The flowers here can talk, but by now that shouldn't be much of a surprise.

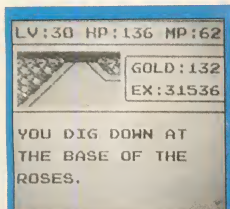


The clues you've gotten so far will lead you to believe that somewhere in the garden lies a secret path. The roses, however, deny such a path exists. What a dilemma — do you believe the flowers or the trees?

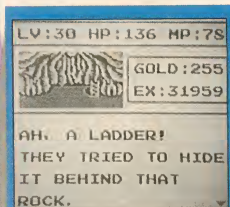


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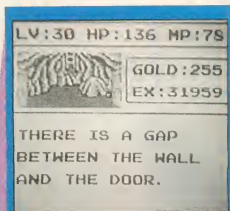
If you can't find the vampire, go back to Camu's realm. Camu's spirit inhabits one of the springs. Talk to her after you defeat the imp. You'll learn what item you need to open the temple. Then go back to the graveyard. The Vampire will be there, and he'll have the item.



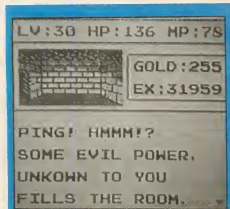
The path does exist, but you have to give an unusual command to find it. Down the path lies the final, most complex maze. It isn't large, but it is tricky.



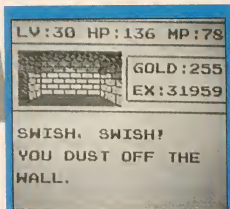
You'll uncover the way out hidden behind a rock in one of the rooms. Be thorough as you search the maze and you're bound to find it eventually.



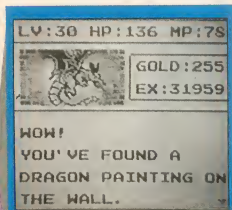
The final door is partially open, but it's stuck. If only you had something solid to wedge into the gap....



You're expected to feel jumpy here. After all, this is the deepest, darkest room in all of Riccar.



The whole room is covered with a thick layer of dust and grime. It's possible to wipe off the walls, but you might wish you hadn't.



Could this be the fabled painting that's imprisoned the dragon for so long? And where is King Hennesy? The ultimate battle awaits. Knowledge and skill will be your best weapons.

GP

HINT

The Yeti is another tough opponent. His icy breath not only damages you, but it also reduces your skills and agility as well. Even worse, he resists most spells. He is, *however*, vulnerable to lightning. Try switching between healing spells and lightning, and you should beat him.



MICKEY'S DANGEROUS CHASE



At the game's beginning, you learn that Big Bad Pete has stolen a package from Mickey. The package contains Mickey's present to Minnie, and you've just got to get it back.



Once Minnie hears what happened, she asks to join Mickey's adventure. Choose which mouse you want to be before each stage begins.

No more Mr. Nice Guy for Mickey Mouse. Big Bad Pete, the meanest rat on the block, has snatched Minnie's present from a department store. Now it's time for revenge — Mickey Mouse-style.

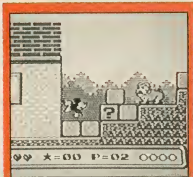
In *Capcom's Mickey's Dangerous Chase*, you help Mickey stop Pete from terrorizing innocent mice. Who wouldn't help America's favorite 63-year-old mouse?

At the start, you choose to be either Mickey or Minnie Mouse. Now go sniff out Pete's trail in Mickey's hometown. From there you scamper through five stages (each stage has three levels) of delightfully imaginative screens. You'll encounter vicious bulldogs, hairy tarantulas, and swooping bats before you catch up with Pete.

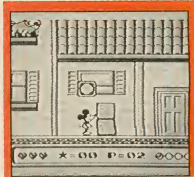
Mickey and Minnie don't carry guns in their game. Instead, they use their agility to dodge enemies. If they can't escape attacking creatures, then they pelt them with blocks. It's good-natured fun

without blood and gore. That in itself will probably make it appealing to parents looking for nonviolent children's games.

The concept and difficulty of *Mickey's Dangerous Chase* appear to be targeted for a younger audience, with character controls that are easy to master. However, there are surprises buried in the game's scrolling landscapes and cityscapes. Some sections of the game are pretty tough, even for more experienced players. The difficulty of these levels seems out of place in a game that's usually simple. All things considered, though, *Mickey's Dangerous Chase* is an enjoyable romp through an innocent cartoon world. Intricately detailed graphics are backed by a familiar Disney soundtrack. Although probably targeted at a younger audience, the game should also appeal to anyone who grew up singing, "M-I-C-K-E-Y-M-O-U-S-E."



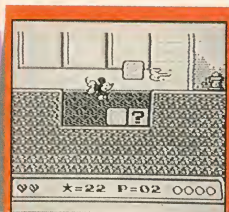
Mickey dazes his opponents by throwing blocks at them. The blocks can easily be found throughout the game.



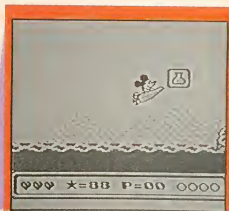
Blocks bearing question marks contain different prizes. Collect four crystal balls in one stage and you'll receive a secret bonus.



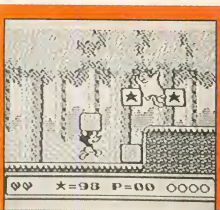
At the end of each stage you'll meet up with Goofy. He keeps an eye out for Pete, and can point you in the right direction during your chase. He'll also give you clues that you can use.



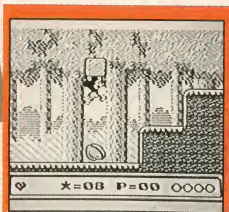
Trying to slow you down, Pete turned on the fire hydrants as he ran through. They each take three hits to turn off, and you can shield yourself from the water by throwing blocks into it.



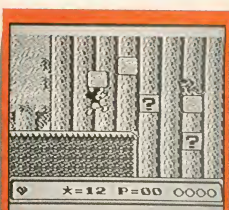
Now the chase leads Mickey across a lake in a speedboat. Be careful, and watch out for rocks! Don't forget to grab the items that float up into the air — especially the magic water.



Flying squirrels make this stage a tough one for Mickey. They continually dive down at you as you climb over this hill. The squirrels make it difficult to stop and grab the items you find.



Pete sure has a lot of friends in the woods. He even has animals shaking the trees to rain nuts on you. If you can locate any blocks nearby, you can change their path. Just set blocks in front of them.

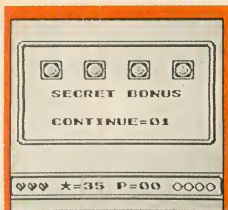


A well-thrown block will knock this snake out of your way. However, if you're out of blocks, you may find it difficult to tiptoe around without room to maneuver.

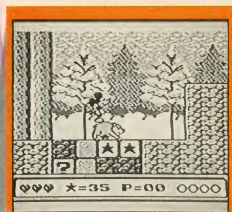


HINT

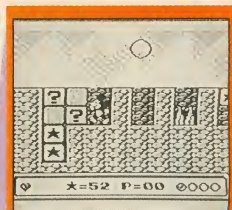
Explore each stage thoroughly, even if you find a special way to skip most of the dangers and get to the exit faster. You don't want to miss out on any of the crystal balls that you might find lying around, because you can never have enough continues.



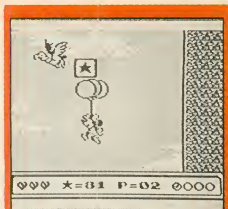
Collect four crystal balls in a single stage and you'll earn an extra continue. To use it, wait until you lose your last life. Pete will appear on the screen to ask if you wish to keep playing.



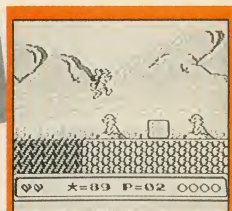
The bears in this stage will let you ride on their back as long as you don't get in their way. Hop from bear to bear until you can make your way up to the treetops, where it's easiest to travel.



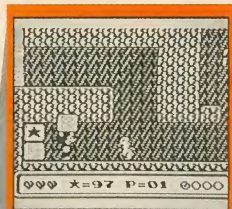
Watch out for bouncing rocks as you near the end of the stage. It's very difficult to jump or duck under them, so hide inside one of these holes and wait for the rock to pass over you.



Mickey needs some fast air transportation to keep up with Pete, and only balloons are available. They'll get you there quickly, but three pecks from the bald eagles and you'll take the express way down!



Prairie dogs pop up everywhere. Wait for them to raise their heads so you can bonk them out of the way. They don't move from their spot, though, so consider leaping over them instead.

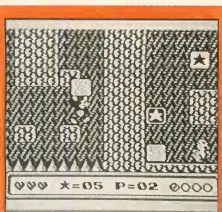


Once you enter the prairie dogs' cave, their numbers will increase. They'll also start running at you instead of simply hopping in and out of the ground. You'll have to be quick, and keep a block handy.

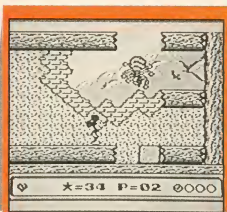


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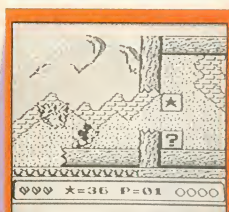
When hopping up the side of the building, stay close to the top of the screen. This way you'll have more time to find the appropriate platform to jump to. Also, try to stick to the sides as much as possible, since flowerpots are often dropped down the middle.



The only way to go here is up, but jumping to the block above you is harder than it looks. You must time your leap perfectly for the last possible instant, and then cut back to the left to land safely.



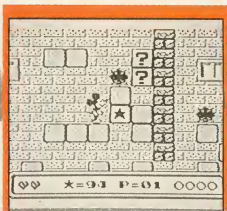
This spider's job is to keep you from going up through that hole. When he starts to climb up his web, duck under him and pick up the block. Run back to the left and wait for him to descend into range.



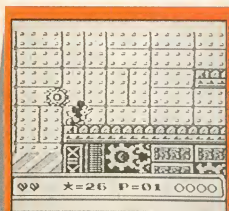
Spiders aren't the only terrors in this run-down shack. Bats come out of nowhere, giving you little time to get away. Bats won't fly too close to the ground, however, so duck underneath their attacks.



Pete has a pretty good lead on Mickey, so you have to take the fastest way down the mountain, even if it is extremely dangerous. Hop from bird to bird to close the gap between you and Pete.



The factory stages are full of helps and hindrances. On the one hand, they're filled with tons of boxes you can use. On the other hand, tougher obstacles, such as the spike balls, stand in your way.

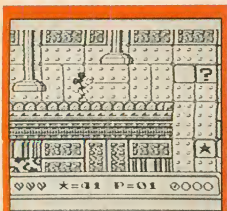


Walking on moving conveyor belts makes it difficult to keep your footing. Having to dodge around rotating gears doesn't make it any easier. Avoid it simply by ducking if it's coming straight at you.

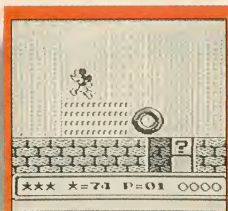


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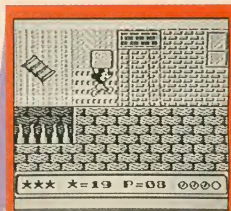
In the driving stage you'll want to remain near the top. There isn't much traffic there and you'll encounter fewer obstacles as well.



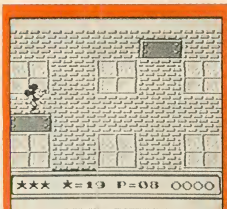
If you aren't careful here, you could end up as a pancake. The trick is to watch the pattern of the pressers—they come down twice and then pause for a moment before starting again.



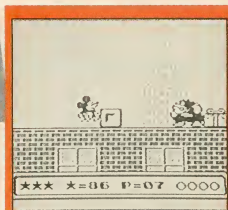
After stages of trying to shake you off of his trail, Pete has resorted to desperate tactics—like bouncing tires at you. He ought to know that star athlete Mickey can easily hurdle over them.



Pete has placed barrels here that spring up and down in your path. Wait until the barrel reaches its full height and then jump as it falls back down.



You've finally cornered Pete on top of this building, but getting to him may prove difficult. The screen follows you up at a fast speed, so your jumps have to be good.



Mickey has caught Pete red-handed! The block in the center of the screen can be thrown as many times as you need. Use it to end Pete's criminal career once and for all.



With Pete defeated and Minnie's present returned, all seems well for our heroes. And just what is Minnie's present? It's a well-kept secret, and an extra reason to complete *Mickey's Dangerous Chase*.

GP

HINT

Here's a trick you might want to try: In our pre-release version of *Mickey's Dangerous Chase*, we found that if you jump up while pressing the A button and Start at the same time, odd things happen. It might not work on your cartridge, but give it a try.





our crack pit crew completes their final equipment check as you're strapped in your supercharged Ford Thunderbird.

You can feel your heart racing in anticipation of the 500-mile marathon you're about to begin. It's Daytona, NASCAR's crown jewel.

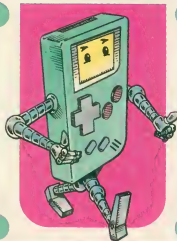
That's but one of the scenarios in *Bill Elliott's NASCAR Challenge*, which brings the best of auto racing to the Game Boy. This excellent game offers much more than the opportunity to drive fast. First, you must choose your car, select a racetrack, and adjust your machine to running perfection. You'll be checking and changing tires, spoiler angle, and gear ratio. (Don't worry — it's simpler than it sounds.)

These details show the sophistication of *NASCAR Challenge*. However, the attention to detail won't bog you down. Konami has made sure you get plenty of full-throttle, straight-



Bill Elliott's NASCAR Challenge gives you three muscle cars from which to choose.

Bill Elliott's NASCAR Challenge

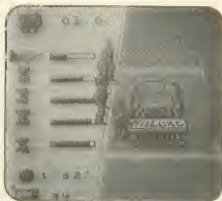


Be sure to monitor your gauges and warning lights throughout races.

ahead pedal punching.

To win races, however, you must monitor gauges, conserve your pit stops, and pass the other cars boldly. The game rewards natural racing skills and well-planned strategies.

NASCAR Challenge's vari-



Just as in real racing, many victories are captured in the pits. Get in and out as fast as you can.

ety and attention to detail distinguish it from lesser driving games. For instance, you can choose between two high-banked oval tracks and two road courses. Your stock car options include a Pontiac Grand Prix, a Chevrolet Lumina, and a Ford Thunderbird just like the one Elliott drives. There is a race strategy appropriate for each car. It's up to you to determine what those strategies are.

You can also modify the game play to suit your tastes. For example, if you don't want to bother with shifting gears yourself, you can opt for an automatic transmission. You can also choose between trying to qualify for the pole position, or just beginning the race in the middle of the pack.

NASCAR Challenge is way ahead of the pack. Fresh graphics, great game play, and a host of options make it one of the better games now available for the Game Boy.

GP

If you own a Game Boy and like chess, take notice. *The Chessmaster* has arrived for the small screen, and for chess players who want to play on the go, it's a dream come true.

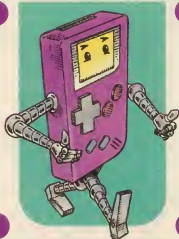


The Chessmaster is always ready to give you free advice.

The Game Boy *Chessmaster*, from Hi Tech Expressions, has all the features of the NES version, and is just as easy to use. The directional pad controls a hand icon. To make a move, simply put the icon on a piece, and press A. Then move the piece with the pad and press A again. If you accidentally move the wrong piece (or even if you just made a poor move), use the Takeback/Replay option to correct the error. You can take back as many moves as you like, all the way to the start of the game.

The game features 16 levels, two of which are designed for novice players. The other 14 levels are based on the number of moves that must be made within a certain amount of time. For example, level 7 is 30/45, which means the computer has 30 minutes to make 45 moves. The more time the computer has to make its moves, the better the move will be. Even when the computer has to make, say, 40 moves in 5 minutes, you can still expect a very stiff challenge.

The Chessmaster



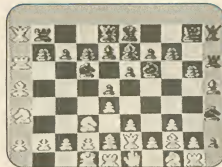
There are other ways to fine-tune *The Chessmaster* to your skill level, too. One option prevents the computer from "thinking" about the game during your turn. Another feature, especially handy for beginners, prevents *The Chessmaster* from using its Opening Book, a library of more than 70,000 moves the computer can access in the first few moves of the game.



In the teaching mode, you're shown every possible move a piece can make.



You can offer a draw at any time, but the computer rarely accepts.



The set-up board option lets you arrange the pieces any way you like.

You can also save games for later play, and get the computer's suggestion for your next move. If you're playing a human opponent, you can also rotate the board so each of you can look at it from the right point of view. This variety of options is what makes the Game Boy version of *The Chessmaster* such a fine game.

If you're a beginner, you'll probably want to pick up an introductory chess book, since *The Chessmaster's* teaching mode shows only possible moves, not basic strategies. Aside from that, *The Chessmaster* is as complete a chess game as you could want for the Game Boy.

GP

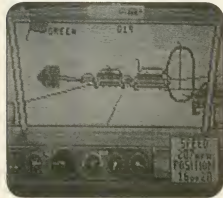


rey smoke rises in the morning air. Cars scream by at two hundred miles an hour. The white flag is dropped, and the

racetrack explodes with power. You're in the very center of a storm called *Days of Thunder*.

Days of Thunder puts you in the driver's seat of NASCAR rookie Cole Trickle. Cole's a renegade loner, a know-it-all who doesn't always know when to keep his mouth shut. He's just wild and arrogant enough to think he can win the series cup. On the right day, with your help and a little luck, he could.

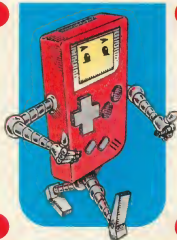
As Cole, you take the wheel of the '51 Chevy Lumina, ready and willing to make good on your threat to win Daytona.



Drafting not only boosts your speed—you can also use it to slingshot around other drivers when you're ready to move up. Use the inside lane to pass, and to get a stronger position.

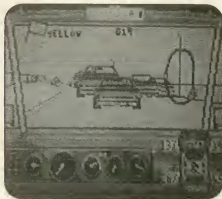
Unfortunately, you won't be alone. You'll be scraping tires with greats like Bill Elliott, Darryl Waltrip, and Richard Petty. Your archenemies are here, too. Rowdy Burns and

Days of Thunder



Russ Wheeler will be doing everything in their power to put you on an ambulance stretcher.

Your day at the races begins as you prepare to qualify for the first event. Qualifying determines your running position in



When the yellow flag's out, it's a good time to check your car's damage indicator. You can save time in the pit if you know what kind of repairs are needed.

the race. It's also an easy way to learn the track. Each track has different qualities, and you'll need to be familiar with them if you want to survive the circuit of races.

If you're chomping at the bit and ready to get on with the racing, though, you can skip the qualifying laps altogether. Doing this will get your race rolling sooner, but you'll begin the event in last place.

During the race you'll have to prove your knowledge of stock car techniques, such as drafting. And if you're replanning on relaxing in the winner's circle later, you'll need to make quick pit stops, too.

Mindscape's done a beautiful job of bringing the nerve-racking realism of NASCAR racing to the Game Boy screen. With its fine graphics and bumper crop of options, *Days of Thunder* promises the ride of your life.

GP



Professional stock car drivers know the importance of quick pit stops. Get in and out fast. Lose a lot of time, and it won't be all you'll lose.

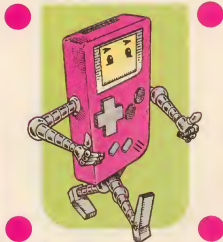
The briefing room was packed. The information being handed out was classified a top-secret priority. The mission sounded simple: Provide air escort for the tank as it headed toward its objective point. Determination was high, and so was morale. As the fliers took to the airfield, their battle cry rang out — “Go! Go! Tank.”



In *Go! Go! Tank* there are areas where you drop columns, trying to fill up holes for your tank buddy. Looks something like *Tetris*, doesn't it?

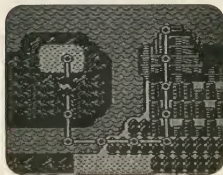
Electro Brain's *Go! Go! Tank*, a puzzle game camouflaged as a military game, is named for its artillery vehicle, but your role is to fly a cartoon-like airplane. The terrain below is filled with gaps and ledges that prevent the tank from moving forward on its mission. You aid the tank by flying low and snagging blocks with the hook on the bottom of your plane. Once you've picked up a block, you find the location where it will best help the tank on its travels. Then you push the B button and carefully drop the

Go! Go! Tank



block into place. O.K., the mission *still* sounds simple.

Unfortunately, it's not that easy. Enemy resistance is trying to keep you from performing the duty. They're busy filling the sky with bullets and other airplanes. However, as you might have guessed, you've not



This handy map updates your progress through the game's five different terrains.

been left defenseless. In addition to controlling your speed and maneuvering, you have a certain number of bombs on board your plane. As you continue to free the tank's path, the tank does its part by destroying the ground forces it encounters.

Go! Go! Tank has five different terrains, each slightly more difficult than the one before it. Using the video-link, two players can battle each other. In this mode, one player pilots the plane while the other drives the tank.



Beware the object arriving by parachute. It's not a care package.

Getting used to *Go! Go! Tank*'s controls may take some practice, but you shouldn't have any trouble moving the airplane smoothly. Younger players will find the cartoon graphics especially enjoyable. *Go! Go! Tank*'s combination of puzzle game and action flavor should draw interest from gamers of all age groups. Whether or not it can hold that interest is another question.

GP



hats off to Soviet game programmers Alexey Pajitnov and Vladimir Pokhilko.

Though they may never equal the success of their mega-hit, *Tetris*, their new creation requires the same intriguing strategies and keen reflexes.

In *Hatris*, from **Bullet-Proof Software**, you have a pit that's six columns wide. Two hats — either

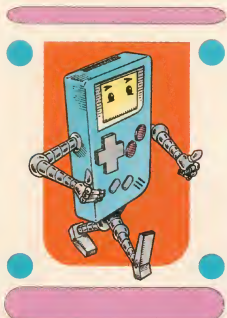


You can reverse the order of the hats as they fall. Reversing these hats puts the sombrero on the left side, just above a stack of four.

baseball caps, cowboy hats, sombreros, top hats, wizard hats, crowns, or combinations of the different types — fall into the pit. You try to stack five hats of the same kind, whereupon the column disappears from the screen. If you make an incorrect match, you start all over again, building on the new hat. When any column rises to the top of the screen, you've lost.

When you're ready to tackle a tougher *Hatris*, you can customize the game. There are six levels to choose from. At level 0, you begin play with no hats on the screen. From then on, however, the higher the level, the more hats there are

HATRIS



When the sale screen appears, you can select a hat to delete from the playing field.

already stacked on the screen.

Special options are also available. Clear two stacks in the same turn (a "hatris"), and you'll earn a fireball. If a stack of hats gets threateningly tall, press the B button and the fireball will melt any like hats on top of a stack (except crowns and helmets). For example,

you could burn away three baseball caps on the top of a stack to uncover four sombreros.

Once you've accumulated three fireballs, a helmet automatically appears. The helmet destroys an *entire* stack of hats, then comes to rest at ground level.

When a stage is completed, a "sale screen" appears, and you have the opportunity to delete one kind of hat from the current board. You can



The helmet (far right) appears when you've collected three fireballs. It eliminates all the hats in a stack, except crowns.

only sell each type of hat once, so you might want to ignore the early sales and save them for later.

Although *Hatris* is an enjoyable solo game, it really shines in its two-player mode. By using the video-link cable, two players not only earn points for clearing stacks and making hatrises, but they also send extra hats to their opponents in the process. The two-player mode makes for a faster, and more challenging, game.

GP



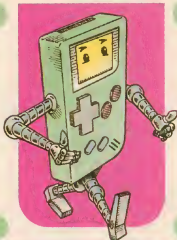
kung fu exploded onto the American scene in the 1970s. Its exciting, in-your-face style attracted countless

numbers of students who wanted to learn the Chinese martial art, as well as fans who just wanted to watch it being practiced. At the height of its popularity, there were kung fu movies, a successful TV show, and even a hit record.

Well, the kung fu craze may be gone, but kung fu is still around, and just as powerful as ever. Irem's new entry, *Kung Fu Master*, is poised and ready to jump-kick its way onto your Game Boy screen.

Kung Fu Master is the story of Super Agent Bruce Leap, a modern warrior so tough that he lives solely on a diet of rattlesnakes and lizards. Leap's current mission is to travel hundreds of miles into the burning heart of the desert. Once there, our hero must get inside the factories and hideout of Daddy Long Legs. Mr. Legs and his goon squad are cooking up something sinister in the fac-

KUNG FU MASTER



tory vats, and they've simply got to be stopped. Leap needs some help on this one, and that's where you come in.

Your search-and-destroy mission stretches over six stages, none of which are easy. From the downtown area where you begin the game, through the scorching desert on top of a

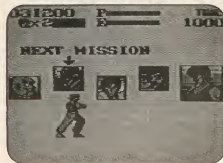
rocketing train, to the heart of Daddy Long Legs' manufacturing operation, you're going to be busy.

How do you counter the nonstop attacks? Simple, you're Bruce Leap, Super Agent, and that means you have the fiercest weapons system in the world: your hands and your feet. Sure, you can punch and kick with devastating results, but you can also make defensive moves like squatting and jumping. Use these to keep from getting backed into a dangerous corner. Your ultimate fighting tactic is the flip. You jump up and perform a full 360-degree turn in midair, while your feet slice up to three opponents.

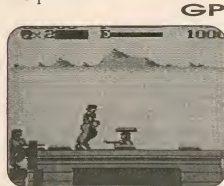
With punishing villains and lively action, *Kung Fu Master* lives up to its name. While its graphics aren't as astounding as some Game Boy games, the success of a game like this depends on how well it delivers its action. *Kung Fu Master* comes through with every kick, flip, and punch.



Bruce Leap uncorks the super-deadly overhead flip with devastating results.



Before each new mission, you get to see the thug that dominates each stage.

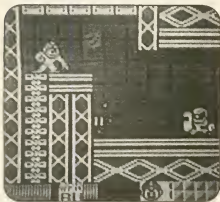


This train ride would be more enjoyable if you could sit *inside* the train, safe from attack.



et's face it—some videogame characters have a rough trip over to the Game Boy. When they move

from the NES, they look as if they've been left in the dryer too long. They seem to have shrunk.

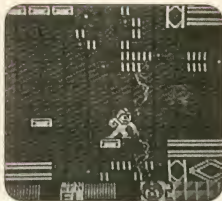
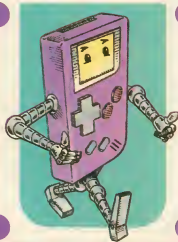


Which of your nine weapons will you choose against this enemy?

Not Mega Man. He looks *exactly* the same as he did in his three NES adventures. In fact, you can see him more clearly than ever in **Capcom's Mega Man: Dr. Wile's Revenge**. Instead of trying to pack huge backgrounds into the limited space of the Game Boy screen, the designers have wisely chosen to zoom in on the action. This means you see a smaller portion of the area in which you're playing, but you see it in greater detail. Along with that, you also get a larger, more visible Mega Man character.

If you're unfamiliar with the saga of Mega Man, here's a crash course in the history of this dependable and resourceful hero.

Mega Man: Dr. Wile's Revenge



When you've got a tough opponent, try using your lightning. This power will illuminate your situation.

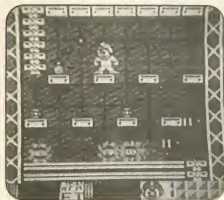
Mega Man is a robot on a mission. His archenemy, Dr. Wile, is a mad scientist out to restructure the world according to his own plans. Mega Man tracks him through factories and castles, fighting the Doctor's evil creations along the way.

The key feature of all Mega Man games is the ability of Mega Man himself to adapt his powers and weapons to the particular area he's in. This is done by pausing and switching to a screen that lets you choose among his nine powers. By switching to Bubbleman, for example, Mega Man is able to shoot bubbles. If you turn him into Heatman, the little guy is able to dish out the heat. In effect, Mega Man is nine heroes in one.

The story is the same in *Mega Man: Dr. Wile's Revenge*. Mega Man has to work his way through level after complex level of villains and obstacles, as in the popular NES versions. Quite often, trial and error is the only way to figure out the fastest and safest way to journey through the different sections.

The Mega Man games have consistently proven challenging and enjoyable. Anyone worried about Mega Man's transition to the Game Boy can relax. He made it.

GP



Be careful when trying to get to the power-ups on the blocks. The spinning rotors below will zap your energy.



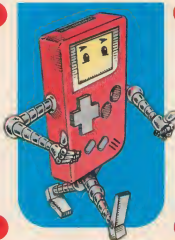
Maxie the mouse lives in the basement of Mousetrapped Hotel, but he doesn't like it down there. He'd much rather move on up to the ritzy penthouse. Getting there won't be easy, but Maxie is sure the penthouse suite will be worth it. On the way up, he'll have to fight his way past rats, bats, cats, ants, and armies of marching feet.



Deadly bedsprings! Well, that's what you get for crawling around in someone else's room. Grab the cookie for some extra energy — you'll need it.

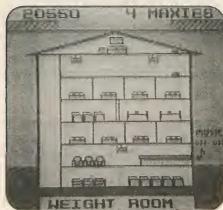
As Maxie, the star of *Milton Bradley's Mousetrapped Hotel*, you can jump over obstacles or use your tail to knock them out of the way. There are also two kinds of power-ups available to help you — cookies and pieces of cheese. Cheese gives you an extra life, while cookies help out in two ways. The first cookie you eat will *increase the length* of your tail. After that, picking up more cookies will boost the

Mousetrapped Hotel

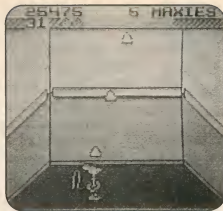


amount of damage you can take.

The object of *Mousetrapped Hotel* is to make your way through the rooms on each story while moving toward the elevator.



The overall map shows where you are in the hotel and what floors you've been to. It also lets you shut off the music. Here, Maxie's still on the first floor in the weight room.



The elevator trip is a kind of bonus round, and cheese and cookies fall from the ceiling as the elevator climbs. Grab everything before it hits the floor, or the shower of goodies will stop.

The elevator can take you to any of the five floors, and all five of them must be completed in order to reach the penthouse. The fourth and fifth floors are mazes, and in order to leave them you'll have to find the keys that will let you out.

While the videogame is fairly enjoyable, it probably won't win any awards for creativity. There are few surprises, and the graphics aren't any more detailed than they have to be. *Mousetrapped Hotel* is based loosely on the board game *Mousetrapped*. While this Game Boy version satisfies as an action-strategy game, it doesn't amaze or astound. However, the game's level of difficulty, together with its cartoon feel and gentle nature, make it ideal for younger players.

GP

The appearance of this best-selling computer game for the Game Boy is remarkable for a couple of reasons. First, it's the only really sophisticated military/political strategy game ever released for the Game Boy. Second, it does something that seems downright impossible: It compresses a big, highly detailed computer simulation down to hand-held size without sacrificing the qualities that made the original game so popular.

The strategy in this game is different from,

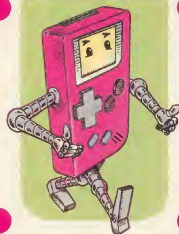
SPN9 Oda			
Rate	Rice	Men	Arm
1.3	4.3	1.8	2.8
	25		20
	20		50
	15		25
	50		15
Other daimyo's activities			

There are many commands you can give, but which ones *should* you give?

say, deciding which magic spell to use on the boss of stage three. You have to make political and military choices, and create your own style of leadership. What you're really doing is deciding the fate of a nation — in this case, 16th century Japan, a land torn into numerous warring kingdoms. Each is ruled by an ambitious, ruthless warlord.

You take the role of one such warlord, and work first to strengthen your own territory

Nobunaga's Ambition



Battles are fought on interesting landscape screens with chess-like figures.

(which often means stopping invasions from your neighbors). Then you must try to unify others under your flag, either by dealing with them as friends or defeating them as enemies. Your final goal is to become the supreme ruler of a unified Japan — a task that may take many years of game time.

As in real life, the best-laid plans can be undone by fate and bad luck. Typhoons can ruin your harvests, and plague can kill your population. Also, your paid samurai soldiers will occasionally betray you and go off to serve a master who makes them a better offer.

	Age	- 5
	Health	- 75
	IQ	- 52
	War	- 77
Saito	Charisma	- 83
Samurai	Ambition	- 62
Inaba	Luck	- 88
Ittetsu		
Behead Hire Free		

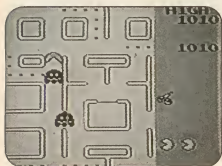
You've won the battle, now what do you do with the loser? Show mercy, recruit him, or lop off his head?

Battles are waged with chess-piece-like figures that represent the fighting forces of either side. There's no point in pretending the Game Boy can compete with computer graphics in such scenes. Nonetheless, the smaller and simpler graphics perform reasonably well.

Nobunaga's Ambition, from Koei, is probably the most ambitious Game Boy title of its kind that's been released, and one that should please a broad audience. Fans of the great computer version will be amazed that the programmers have been able to strip the game down to its barest essence without losing most of the charm and challenge of the original. *Nobunaga's Ambition* is strongly recommended.

GP

Around ten years ago, an unlikely star emerged. He wasn't handsome by usual standards. He was round, with yellow skin. Nor was this star talented. As a matter of fact, all he did was eat. Still, the public loved him. Soon you could see him everywhere: on T-shirts, Saturday morning cartoons, and cereal boxes. He even had a hit record.



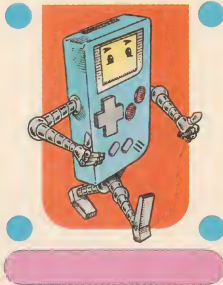
Still hungry after all these years: Pac-Man makes his lunch reservation.

Unfortunately, the public grew fickle and the industry changed around him. His popularity waned and his record was put in the oldies bin. The star exiled himself in seclusion.

One day, however, the world offered him hope again. He read of the birth of a new game system that could launch his comeback into the industry he helped build.

Well, suffice it to say that Pac-Man's back and Game Boy's got him. Namco's *Pac-Man* marks the return of one of America's most beloved videogame characters. And he's

PAC-MAN



still doing what he does best—running around and eating.

With your help, Pac-Man has to make his way through a maze, gulping down all the dots that cover the playing screen. His adversaries are the four hungry monsters who are released from the center cage. Power pills are

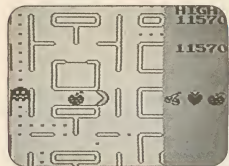


The intermission sequence gives you a much-needed opportunity to rest your hand for a moment.

located at various strategic points, and eating them will temporarily turn the monsters into ghosts. You rack up bonus points by gobbling the ghosts.

Much care has been taken to preserve the feel of the original version. The controls function similarly, and the graphics are comparable. You even get the amusing little intermissions between certain levels of the game.

This *Pac-Man* offers one major improvement to the ar-



Pac-Man doesn't live by monster ghosts alone. He also needs to munch the fruit symbols on every level.

cade game. Its two-player mode lets you hook up two Game Boys with a video-link cable. You and your competitor play on separate mazes at the same time. Once you've eaten a ghost, it goes over to your opponent's screen, but as a monster. This is a neat idea, and it helps keep the game fresh.

Pac-Man fever was clearly a phenomenon. It will be interesting to see if this latest version of *Pac-Man* can help return the first major videogame star to his rightful place of prominence.

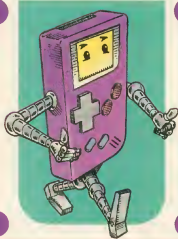
GP

You probably thought all was well on the planet of Blobolonia. After all, in *A Boy and His Blob* you saved

the Blobolonians from the dangers of bad nutrition, forced on them by the Evil Emperor. You even helped the king to see the error of his ways, so he would never mistreat his people again.

But in *The Rescue of Princess*

The Rescue of Princess Blobette

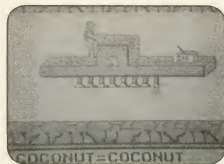


The situation might look hopeless, except for one thing: You can change Blob into all sorts of useful objects just by feeding him jellybeans. The shape he assumes depends on the flavor of

You don't have the right kind of jellybean to escape the tower. Perhaps this is one case where you should jump to a conclusion.

Blobette, you learn that the Antagonistic Alchemist is working to overthrow the good king. The Alchemist has seized Princess Blobette and is keeping her in a cage somewhere in his castle. He's also locked you and your pet Blob in a tower of the same castle. Your mission is obvious: Escape the tower, find Princess Blobette, and free her from the cage.

You don't destroy enemies in *The Rescue of Princess Blobette*, because there aren't any. Instead, you must find a way to get over steep walls, past grinding machinery, and across deadly chasms.



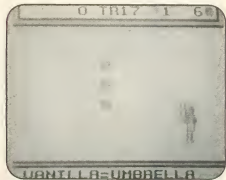
You can't climb over this machine to get past the deadly pistons. Limber up your pitching arm, then find something to throw at the on/off switch.

the jellybean. A tangerine jellybean turns him into a trampoline, a banana turns him into a monkey

wrench, and so on.

Once you find the Princess, she'll run from you like a frightened rabbit, and to win the game you have to find her *again*. It might take a while to track her down.

The Rescue of Princess Blobette emphasizes creativity and experimentation over arcade skills. Almost every problem or obstacle you encounter in your



These really are the friendly skies; prize money awaits you above the castle.

search for the Princess has more than one solution, and that gives the game a lot of variety.

For example, when you must go down a deep shaft, do you use an umbrella as a parachute or a cola bubble as an airship? Both work, but if you experiment you'll find out that one always works better than the other.

Experienced players might find *The Rescue of Princess Blobette* a little too easy, but beginning and intermediate gamers should find plenty to interest them in this endearing game.

GP

Detroit is in chaos. Omni Consumer Products has taken control of the police department, and law and order are in shambles.

Suddenly, Officer Frank Murphy is the 32nd cop to be gunned down in the line of duty, and O.C.P. has the opportunity it has been looking for. The mega-corporation has had the



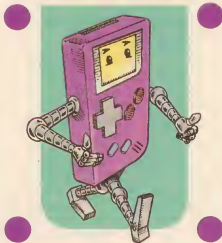
Between patrols, you may need to get identifications of criminals you encounter on your beat. The Photofit Section lets you mix-and-match the faces of Detroit's Most Wanted.

hardware but it's needed a trained cop. Using what was left of Frank Murphy, the O.C.P. scientists build a fortress around him, giving him a futuristic, titanium body and extraordinary strength.

At the grand unveiling, O.C.P. Director Dick Jones proudly presents the future of law enforcement...RoboCop.

Based closely on the first movie and arcade game, *RoboCop* resumes Murphy's beat through crime-infested Detroit. He's still haunted by the memories of his human life and vio-

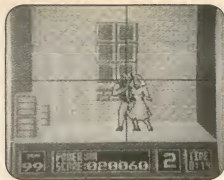
RoboCop



lent death, while the detective inside him struggles to piece together the clues leading to the criminals responsible for Murphy's death. Nothing seems to have changed, though, and criminals of Detroit see Ro-



There's always action to be found on the streets. After this renegade biker jumps over you, kneel down and let him have it.



With a hostage's life in the balance, this is no place for incorrect decisions. Depend on your crosshair aim, and your steel nerves.

boCop as nothing more than an animated pile of scrap metal. As RoboCop, you demonstrate that the only things heading for an early retirement are the criminals.

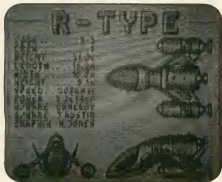
The game takes you through the movie's story so thoroughly that you might have to pause and ask yourself—is it live or is it VHS? As you continue to enforce the law on your Game Boy screen, you'll confront the crooked Dick Jones and battle supergun ED-209. Your ultimate goals are to stop O.C.P.'s corporate plan and bring peace and quiet to Detroit.

Ocean's graphics and animation are crisp and clean, and the thrilling game play keeps you eager for more action. The only other way to get closer to the excitement of *RoboCop* is to patrol your local video store for the movie. But, hey, why do that when you can pop in this Game Boy cartridge and deal out justice from the palm of your hand?

GP



f you think it's difficult playing some Game Boy games, imagine what it's like to *design* them. Programming a videogame would be hard enough, but reducing it to fit comfortably on a Game Boy would be truly complicated. The bigger the game, the bigger the headache.



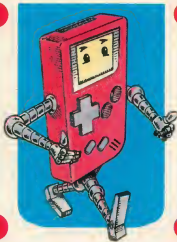
Sleek and powerful, the R-Type brings terror to the skies.

The person or persons who designed Irem's *R-Type* must be shopping for an industrial-sized bottle of aspirin. *R-Type* is huge, and it compares favorably to other games of its kind, for any system.

The *R-Type* Spaceship is compact and quick, and loaded with a laser cannon. The World Government has called it into active duty, with you at the controls. Your mission is to wipe out the mutant alien forces preparing to bring destruction to planet Earth. If you don't stop them, we'll all be ruled by the hateful Bydo Empire.

The game scrolls through six levels of flying combat. You'll

R-Type



be attacked by an absolute flood of evil aliens. Luckily, the designers were generous about putting power-ups throughout the game. Along the way, you'll find items capable of souping up your weapons, or making the *R-Type* even faster.

Your best device for pen-



This massive alien has a long reach and vast endurance. Put your Power Pod to work for you.



Enemy craft loom large in *R-Type*. Eat your Wheaties before fighting this goliath.

etrating the Bydo defense system is the Power Pod. After destroying the first Power Shuttle, your Power Pod will float out to meet you, like an obedient puppy. This little gizmo can be used in any of three ways: You can hook it to the front of the *R-Type* and use it like a shield, attach it to the end of your spaceship to cover your back, or send it on ahead so you can attack an opponent from two different locations.

In the final analysis, *R-Type* sacrifices nothing by being a large game on a small system. Its level of complexity strikes a comfortable balance: *R-Type* is always challenging, but it doesn't overwhelm you with difficulty.

R-Type's graphics are its crowning achievement. The mutant monsters and enemy aircraft were created imaginatively and, even on a small screen, appear larger than life. Thanks to careful design, this game packs quite a mean punch.

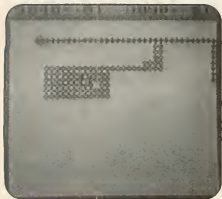
GP



n the heyday of ancient Rome, crowds of people would gather in the Colosseum to watch gladiators battle lions. In the

high-tech world of the future, the most popular game around is *Serpent*.

The concept behind *Taxan's* new game is simple. Space-age warriors leap into snake-like vehicles and take the field. The way the game is played is a bit more complicated. You must cut off the other driver, leave him no place to go, and surround him with your tail (or block his head into a corner).

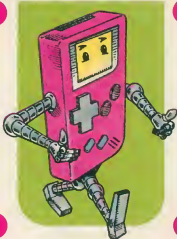


There are two ways to defeat your opponent in this game. Either completely surround him, or block his head into a corner.

There are two modes of play in *Serpent* and each one has four levels of difficulty. Small snakes wander aimlessly around the playing field in the second mode. If any of these snakes touches the head of your Serpent, you will be destroyed.

In the third and fourth levels of both modes, the computer opponent can reverse its path.

Serpent



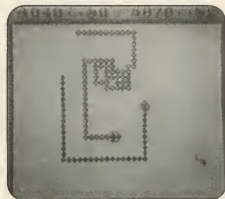
That means you must block both its head and tail to win the game. The first player to win 7 of 13 games wins the match, and goes on to meet new challengers.



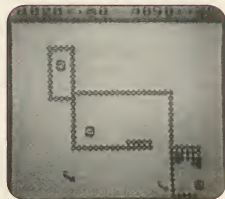
When the Serpent is moving up, his left side will be to your left and his right side to your right. Remember, though, that when the Serpent is traveling downwards, you must switch the way you use the controls.

Unfortunately, *Taxan's* first Game Boy offering leaves little to the imagination. Worse still, controlling the Serpent can be clumsy and confusing. With game play similar to the *Tron* arcade game, *Serpent* might have trouble measuring up to the rest of the competition.

GP



Use the control pad to move the Serpent to the left and the A Button to turn the Serpent to the right.



Missiles and items that increase or decrease the length of your Serpent can make or break your strategy. To cause an item to appear, draw a box, and see if it appears.



Most pool halls are definitely adult places. They tend to be filled with cigar smoke, gambling, and potential criminals. Young people might even get the impression they aren't welcome in some pool halls. So the question remains: Where can



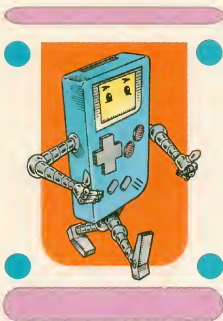
To begin your shot, press the A button. The cue ball on the power indicator will move to the right. When your shot is strong enough, tap the A button again.

a youngster enjoy a safe, leisurely game of billiards? Well, if you have a Game Boy, the answer is right in your hands.

Data East's *Side Pocket* puts a miniature pool hall inside your Game Boy. It's really two games in one. In 9-Ball, you've got to shoot the 9 ball in to win. Before you tap in the 9, though, the cue ball has to strike the lowest-numbered ball on the table, whatever number that may be.

The Pocket Play mode is based on a point system, but it's related to 9-Ball. You still have to strike the lowest-numbered ball on the table before going

Side Pocket



after other targets. Pocket Play's difference is that it penalizes you for missing shots. You're allowed only a certain number of attempts at clearing the table. Miss many shots and your chances for winning will sink like a stone.



The Pocket Play mode gives you rankings to work for. There are four master levels, leading up to the World Class Championships.

Side Pocket's features are sophisticated. Since every shot in either mode must begin by contacting the low ball, it's handy that the cue ball automatically aims for the lowest-numbered ball on the table.

Another feature compensates for the Game Boy's small screen. You would ordinarily have to squint to see the numbers on the balls. This problem is solved for you: Pressing the B button replaces the balls with clearly visible numbers.

A considerable amount of time and thought went into designing this game. You'll see that the moment you rack 'em up and start shooting. When you're confident about your skills, why not use the video link to hook up with another pool shark? *Side Pocket's* two-player system works well in either game mode.

GP



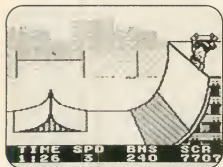
Side Pocket includes different bonus events. Here, all but one of the pockets are blocked. This should simplify your decision.



n the nutty lingo of skateboarding, "stale fish" means something good. A

Stale Fish Tour, therefore, attracts the fastest and coolest skaters from around the world.

Welcome to the Wild World of Skateboarding, as featured in Electronics Arts' *Skate or Die: Tour de Thrash*. Thanks to this fantastic new Game Boy game, you can travel to all kinds of exotic locales, and race against the clock or other skaters.

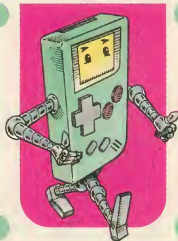


You can perfect your trick-riding style on the Retro-Rocket Ramp. This skater comes through with a hand plant in-vert.

You ride your board through a long, winding stretch of pipe. Your first priority is speed; you need plenty of it. Then you've got to navigate steep and sudden curves. Finally, obstacle walls of different shapes pop up smack dab in the middle of the pipe, forcing you to either jump them or become part of them. Jumping them will be less painful.

You'll have plenty of opportunities to improve your pipe-riding, since the Stale Fish Tour

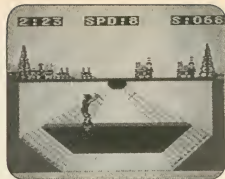
Skate or Die: Tour de Thrash



goes just about everywhere. Appropriately, it begins in sun-burnt Los Angeles where skateboarding is less a leisure activity than a religion. From there the action relocates to Las Vegas, the gambler's paradise. The twelve tournament sites include such notable trouble zones as Chernobyl, Hanoi, and



The fourth stop on the Stale Fish Tour brings you to Hanoi, for the best boarding in Asia.



The dangerous city of Baghdad is the only thing more threatening than the treacherous curves in *Tour de Thrash*.

Baghdad. That the game's designers would even think of staging skateboarding events in these bizarre areas illustrates the crazy sense of humor that flows through the game.

Skate or Die: Tour de Thrash is actually two games in one. The Retro-Rocket Ramp lets you hone your skills in a practice setting. There are sixteen trick moves you can perform. Each is tied to a certain speed level, control pad direction, and the A or B button. The instruction manual takes you through all the moves.

It won't take you long to learn how to play *Skate or Die: Tour de Thrash*, but excellence will require some time and practice. The farther you get in the tournament, the faster and more furious the skating becomes. If you can hang with the rad riders, *Skate or Die: Tour de Thrash* is a world of fun.

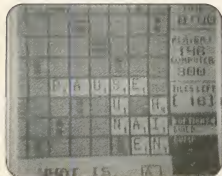
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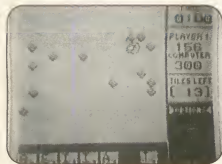
p until now there have been puzzle games, action-adventure games, and games based on the escapades of cartoon characters.

Now, even board games are available for the popular Game Boy system. Two of the newest releases from Milton Bradley, *Super Scrabble* and *Mousetrap Hotel*, are both based on MB's successful board games. Both work quite well on the Game Boy.

Super Scrabble brings the fun

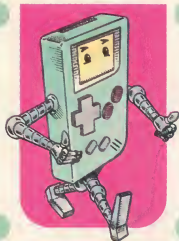


As in the original board game, the first word of the game *must* be placed so that one of the letters covers the center "star" square.

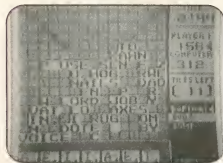


If you're a fidgety player and like to rearrange the tiles on your playing rack, you're in luck — this game has a feature that can accommodate your habit.

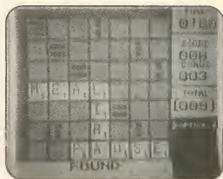
Super Scrabble



and challenge of the original crossword game to the small screen. Everything you need to play this classic favorite is included: the Scrabble game board, 100 letter tiles, tile racks, and a 40,000+ word dictionary. The computer inside this



Two blank tiles in the letter selection can be used as any letters. They'll appear as blanks on the regular screen, but you can use the zoom option to see what letters they represent.



The computer will automatically search its built-in dictionary for each word that you set.

game may be the best Scrabble whiz you've ever faced. It's fully capable of studying the game board and its tiles, and playing the biggest point-scoring word possible — all in less than one minute. And if that's not tough enough for you, you can choose and set the computer's intelligence from five skill levels. Each level represents the amount of time the computer has to decide on its word. The more time it has to think, the stronger an opponent it becomes.

If you're looking for an even tougher match, try the solitaire mode. In a race against the clock, you can choose one of five skill levels (each level lasts from five to nine minutes), and then see how many of the 100 tiles you can use before time runs out.

If you're a Scrabble fan, or if you can't put a crossword puzzle down until every square is filled, *Super Scrabble* is the game for you. It could prove to be just as addictive as *Tetris*, that other puzzle game.

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ow would the ancient Greeks feel about wrestling as a profession? The modern glitz and theatrics of professional wrestling

have transformed this once basic, ultra-physical sport into a booming entertainment industry.



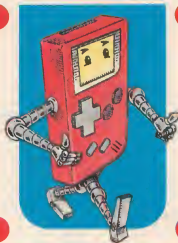
Hulk Hogan's stamina and power make him the favorite in many matches. Here, Macho King Randy Savage is locked into the Hulkster's patented Atomic Drop.

Yes folks, Wrestlemania is alive and well. Saturday morning television has it and now Game Boy does, too. LJN's *WWF Superstars* places the bone-jarring excitement of the big ring into your hands.

World Wrestling Federation superstars, including Hulk Hogan, the Ultimate Warrior, Andre the Giant, and many others, make this an entertaining game. So loosen up your fingers, climb into your fighting togs, and get ready to enter the ring.

Tailor the matches to suit your skill level. First, pick the number of pins you'll need to make to win: one or three. Then, determine the time limit of your

WWF Superstars



match: five minutes, ten minutes, or even no limit. For your ring debut, three falls to win with no time limit are probably the best settings. These options give you the best chance to experiment with different wrestlers and moves.



Your pride isn't the only thing that's hurt when you're tossed out of the ring. Mr. Perfect only has ten seconds to reenter the ring or he's disqualified.

Once you get a few rounds under your belt, it's a blast to go head-to-head with another player. The game-link opens up the game's competitive potential. In the two-player mode, you choose up sides and let the slams begin.

Each wrestler has his own repertoire of moves. Predictably, Hulk Hogan and the Ultimate Warrior are always smart choices. A combination of excellent stamina and polished moves makes them favorites in most matches.



The Ultimate Warrior is always a contender. His immense strength makes his body slam a show-stopper.

You must win four consecutive victories to earn the coveted world title. It's a grueling climb to the top, but you'll enjoy watching every atomic drop and suplex, compliments of the detailed graphics. Each character is easily distinguishable and accompanied by his trademark theme music.

Many will find *WWF Superstars* to be the hardest-hitting Game Boy wrestling title. If you enjoy wrestling or just want to vent some frustrations, you'll get a kick out of this one.

GP

PUTTING THE GAME



BOY TO



Now the time has come. With the introduction of InfoGenius Productivity Paks from **GameTek**, we're seeing the first product line for the Game Boy that's completely

It had to happen. After all, Nintendo surveys showed that 40 per-cent of Game Boy users are over age 18. So it was only a matter of time before

someone re-leased a line of practical soft-ware specifically for adult users of the Game Boy.

unrelated to gaming. And it could revolutionize the way both Game Boy

owners and soft-ware manufactur-ers view this popular hand-held machine.●

Tool or Toy?

The first five cartridges for the InfoGenius system will include Spanish-to-English and French-to-English language translators, a travel guide for the 20 most-visited cities in the United States, a spelling checker, and a personal organizer with automatic phonedialing capability. The travel guide will also have an automatic phonedialer.

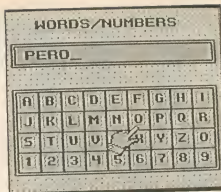
There are a couple of hurdles GameTek will have to clear for the InfoGenius system to succeed. One of these is the Game Boy's image. Because it's always been used as a gaming machine, people don't realize that the Game Boy is, after all, a portable computer. There's also a technical problem to address. The Game Boy doesn't have a type-



The InfoGenius Travel Guide will have information for America's twenty most-visited cities.

writer-style keyboard and calculator pad like other portable computers, so how can you easily enter information to control the programs?

GameTek's solution to the second problem is a "menu-driven interface." For example, the first screen of the travel guide has two options, one for general information and another containing a list of cities. If you choose the cities option, you can select a city by scrolling to the one that interests you.



The language translators group words and phrases by subject matter, and you can also enter a word using the on-screen keyboard.

After choosing a city, a series of submenus lets you retrieve information by subject, such as nightspots, hotels, arts, and so on. Each subject is then divided into more specific categories. For example, if you chose restaurants as your category you'd find them listed by price range or location, with each entry accompanied by a short description.

Of course, you can't use a system like that for the spell checker, because you wouldn't be able to type in the word you need verified. That's why the spell checker, language translators, and personal organizer all feature an on-screen keyboard. You can use it to select letters or numbers to input words, notepad entries, or telephone numbers.

Expert Help

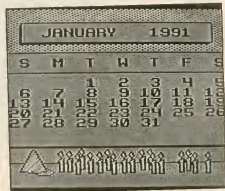
Making it easy to use the InfoGenius system is one thing, but then there's the problem of choosing the information to put into the software. To make sure the information in the InfoGenius is reliable, GameTek has signed agreements with several well-known publishers, each a respected authority in its particular field.

For example, the words (over

70,000) included in the word list for the spelling checker are taken from *The American Heritage Dictionary*. The language translators will be based on dictionaries and phrase books by Berlitz, a famous publisher of language translations. And to develop the travel guide, GameTek is working with Frommer's, a publisher of travel books for more than 30 years. How successful will the InfoGenius system be? It's probably unlikely that vast numbers of people are going to rush out and buy Game Boys just so they can use the InfoGenius Productivity Paks.

On the other hand, a lot of adults already have Game Boys. And in a survey conducted by GameTek, 80 percent of adults and children said they would buy informational software for their Game Boy. The success of the InfoGenius may depend on how well GameTek makes people aware that the Game Boy can operate just as much as a tool as it does as a toy.

InfoGenius Productivity Paks are slated to hit store shelves in September 1991, at a suggested retail price of \$39.99 each. If they enjoy the kind of success GameTek hopes for, we're sure to see more products designed to give the Game Boy a chance to earn its keep.



The personal organizer has a date calendar for keeping track of meetings and appointments.

GP

GUIDELINES

Game Boy Games Galore

The next few months should be exciting for Game Boy players. Between Nintendo of America and the ever-growing number of licensees, 1991 promises enough new Game Boy titles to keep players busy and satisfied. Here are some of the games that will be released in the following months.

American Sammy will be introducing *Rolan's Curse*, in

which a brave warrior must rid the cursed land of Emperor Barius and his devilish creatures. This game also works well with the Game Link, for two-player play.

Asuka plans to release the action-adventure *Spud's Adventure*.

A new level of Game Boy technology will be unveiled in *Face Ball 2000*, a new title from **Bullet-Proof Software**. This

game will let you connect numerous Game Boys, bringing you all the excitement of multi-player game play. *Face Ball 2000* is a fast-action, futuristic sports game. **CSG Imagesoft** will release *Altered Space*, a puzzle-action game in which a young cadet races through an alien spaceship while trying to escape from his captors. *Altered Space* is compatible with the Game Link, and features eight levels and over 250 rooms.

Burgertime Deluxe, from **Data East**, is based on arcade and NES games. In this puzzle game, hamburger chef Peter Pepper searches rooms for hamburgers and various fixin's. Mr. Hot Dog, Mr. Pickle, and Mr. Egg try to destroy Pepper and his burgers. These enemies can only be stunned by dashes of —what else?— pepper.

FCI is bringing *Advanced Dungeons & Dragons* adventures to the Game Boy with *Ultima: The Runes of Virtue*. Based on a popular PC series, *Runes of Virtue* lets you assume one of four characters in a quest for the magical runes. Many of the original role-playing features have been left intact, and you can make your adventure even more realistic with the Game Link.

Hal America is planning a war game about tanks. Although the game is currently

Pump Up the Volume

Nuby Manufacturing Company has a new product for every game player who's ever wished that their Game Boy's sound quality was better. The Game Boy Amplifier is a sound enhancer that will end monophonic game-playing. The Game Boy Amplifier has stereo speakers and a micro-amplifier. It plugs directly into the headphone jack of your Game Boy, making your games play louder and in stereo.

The Game Boy Amplifier can be purchased at department and toy stores, and requires either a 9-volt battery or a 6-volt AC adaptor, which must be purchased separately. The Game Boy Amplifier will retail for \$14.95.



Big-game sound comes to the small screen with the Game Boy Amplifier, from Nuby Manufacturing Company.

GUIDELINES

untitled, Hal promises that it will be cartoonish, without graphic violence or human soldiers.

Continuing its tradition of basing videogames on popular movies and TV shows, **Hi Tech Expressions** will soon release *Tom & Jerry*. The story has mouse Jerry scurrying through different levels in an attempt to outwit that hungry feline, Tom. Jerry can win power-ups and other surprises along the way.

Two titles on the way from **Hudson Soft** are *Triumph* and *Atomic Punk*. A humorous role-playing game, *Triumph* is set in a medieval land where an adventurer is sent on a quest to defeat demons roaming the kingdom. *Triumph* will have several different playing modes, including an expert quest mode, plus select and edit modes. Players can also create their own set of game characters. *Atomic Punk* players will have a more modern adventure — using explosives to escape from eight radiation-filled cities. Also included in *Atomic Punk* is a special bonus game, *Bombberman*, previously released for NES.

LJN will be unleashing that unstoppable ghou, *Beetlejuice*, for the Game Boy. The Game Boy version will be very similar to the fantasy-action NES version.

Nintendo of America is not leaving all the Game Boy fun to its licensees. *F-1 Race*, a Formula 1 racing game, will introduce Nintendo's latest technological contribution: the Four Player Adapter, which allows up to four players to link up their Game Boys. Nintendo will also release *Radar Mission*, a battleship and submarine sea hunt, and *Super R.C. Pro-Am*, a Game Boy version of the NES auto-racing game.

Two action titles are coming from **NTVIC**. *Fastest Lap* is a Formula-1 game that pits you against the world's best drivers on sixteen international F-1 courses. Also forthcoming is *Power Mission*, a high-tech naval combat game.

Ocean is developing two games based on movies. *Darkman*, the story of a scientist disfigured by an experiment mishap, will be an action game in which Darkman battles evil. *Navy Seals* will take the elite fighting group to the Mideast on a dangerous military mission. **Ocean** will also bring the classic arcade hit, *Mr. Do*, to Game Boy. The game, for one or two players, has the clownish Mr. Do journeying through levels of tunnels. As always, Mr. Do must attack monsters with his trusty bouncing ball.

Get ready to aim for the

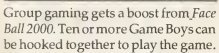
pins in **Romstar's** soon-to-be-released sports simulation, *World Bowling*. Bowlers compete for the world championship at all-star bowling alleys in six different nations. Players can choose their bowlers and set the weight of their bowling balls. *World Bowling* may be played by one or two competitors. Another upcoming **Romstar** title is *Torpedo Range*. You captain a submarine trying to save Earth from the evil schemes of a bloodthirsty terrorist group. As your performance in the mission improves, your submarine's weaponry will be upgraded.

Seta is bringing a NES title to the Game Boy. In *Battle Bull*, players use their specially-equipped vehicle, the Battle Bull, to smash bugs and collect gold. *Battle Bull* has 48 levels, and can be used with the Game Link.

Become a creature of the deep in **SOFEL's** underwater action game, *Fish Dude*. Here you must swim an obstacle course and gulp down schools of little fish. Of course, all kinds of mean and slippery aquatic villains will be snapping away at your fins. **SOFEL** will also release a maze game called *Monster Master*.

Square Soft will be releasing the sequel to the role-playing game *Final Fantasy*

Watch upcoming issues of *Game Player's Strategy Guide to Game Boy Games* for more news on these games and other new titles!



Like similar products, View
Boy easily clips onto the Game

Boy and magnifies the Liquid Crystal Display space screen. You can control the lens magnification by setting View Boy's adjustable arms. View Boy folds up to a compact size for easy storage. Suggested retail price for the View Boy is \$12.95.

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Taito Software
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